

JANUARY 25, 1996

Happy Birthday, Mike!

Here's to many more years
of climbing together! I hope
(and am sure) that they will be
as enjoyable as the one's past.

JOE

THE
CLIMBER'S GUIDE
TO
NORTH CAROLINA

Third Edition

by Thomas Kelley

WRITERS WANTED

If you are a writer with an idea for a book or have a completed manuscript, please consider publishing your work with Earthbound Sports Inc. We are a small press dedicated to publishing books about climbing, hiking, boating, nature study, and other topics of interest to active outdoors people. If you are interested in publishing your work please contact us at:

Earthbound Sports Inc.
PO Box 3312
Chapel Hill, NC 27515-3312
(919) 929-5599
(919) 929-5599 FAX

©1995 Thomas Kelley
All rights reserved

Published by:
Earthbound Sports, Inc.
PO Box 3312
Chapel Hill, NC 27515-3312

Printed and published in the United States of America.
ISBN 0-9643698-2-6

FRONT COVER: Doc Bayne and Buddy Price on the increasingly popular PINBALL WIZARD, 5.11 (Shortoff Mountain), Photo: Thomas Kelley

UPPER REAR COVER: Todd Wells on the BRAIN WALL, 5.10+ A5 (Looking Glass Rock, North Side), Photo: Thomas Kelley

LOWER REAR COVER: The NOSE area of Looking Glass Rock, Photo: Harrison Shull

ACKNOWLEDGMENTS

Many individuals assisted in our efforts to compile the information presented in the first and second editions of this guide. We thank everyone who helped make "The Climber's Guide to North Carolina" a reality.

SPECIAL THANKS TO:

Sean Cobourn
Tim Fisher
Whitney Heuermann
Porter Jarrard
Rodney Lanier

The following people contributed greatly to the completion of all three editions of this book:

Jeep Barrett, Fred Bauer, Doc Bayne, Ed Begoon, Jim Beyer, Dave Black, Chris Caldwell, Mark Cartwright, Rick Cobb, Vince Davis, Ron Dawson, Lyle Dean, Chris Erickson, Ralph Fickel, Mike Fischesser, Will Fulton, Matt Hodges, Tom Howard, Arno Ilgner, Alan Irwin, Woody Keene, Doc Klein, Kris Kline, Steve Longenecker, Wes Love, Jim Marshall, Jim MacArthur, Mike McCormick, Burton Moomaw, Dan Perry, Buddy Price, John Provetero, Monty Reagan, Doug Reed, Jon Reggelbrugge, Blair Ritter, Bob Rotert, Vernon Scarborough, D.R. & Betty Shaver, Gary Slate, Roger Stephens, Mark Stroud, John Srvich, Jess Tucker, Roid Waddle, Stan Wallace, Jeffrey White, Eddie Whittemore, and Perry Yarborough.

IMPORTANT SAFETY INFORMATION**PLEASE READ THE MATERIAL ON THIS PAGE
BEFORE USING THE GUIDE!**

Rock climbing, ice climbing, bouldering, and mountaineering are sports which may be extremely dangerous and which may lead to severe injury or death. This book is a guide to rock climbing in the State of North Carolina. Before using this guide, it is extremely important that the user understand the limitations that may be found in these pages.

1. This is a guidebook to climbing routes. It is not a climbing instruction manual. Climbers should receive adequate instruction before using this guide.
2. This guide consists of information compiled from a number of different sources. Much of the information has not been personally verified by the editor. Topos, lines on photographs, and written descriptions may contain inaccurate information.
3. The user who wishes to climb safely must have a strong working knowledge of, and experience with, current climbing methods, including methods of protecting climbing routes, rope handling, retreat from rocks and mountains, and emergency response.
4. Climbers must rely on their own personal judgment in all climbing situations. This guidebook should be used to supplement the climber's personal knowledge, skill, and judgment. Information found in the guidebook should not be used as a substitute for personal judgment, especially in situations which have the potential for injury or death.
5. Difficulty ratings and descriptions found in this guide are subjective. The ratings are used in an attempt to give climbers a general feel for the relative difficulty of climbing routes. Where possible the editor uses consensus ratings generally in use in the local climbing community. Many routes, particularly those which are not popular, may not have consensus ratings. Individuals may not agree on ratings for a variety of reasons.
6. Protection ratings and descriptions found in this guide are subjective. The ratings are used in an attempt to give climbers a general feel for the relative danger of climbing routes. Where possible the editor uses consensus ratings generally in use in the local climbing community. Many routes, particularly those which are not popular, may not have consensus ratings. Individuals may not agree on ratings for a variety of reasons. All routes have the potential for injury or death regardless of whether or not they have a "R" or "X" protection rating.
7. This book refers to fixed protection such as pitons and bolts. The editor cannot guarantee that these fixed protection points are still in place (they are sometimes removed by human as well as by natural causes). Further, it is important to know that the editor cannot guarantee the integrity of any feature described in this book, including bolts, pitons, rock features, vegetation, or other features.

THE EDITOR AND PUBLISHER OF THIS GUIDE OFFER NO WARRANTY, WHETHER EXPRESSED OR IMPLIED, THAT THE INFORMATION CONTAINED HEREIN IS ACCURATE. THE USE OF THIS BOOK FOR THE PURPOSE OF CLIMBING INDICATES THAT YOU UNDERSTAND ITS LIMITATIONS AND AGREE TO ACCEPT RESPONSIBILITY FOR YOUR OWN ACTIONS IN WHAT IS POTENTIALLY A LIFE THREATENING SPORT.

TABLE OF CONTENTS

Introduction	1
Special Considerations	1
Ratings	1
Access	3
Ethics	3
Climbing in NC Parks	5
Weather	6
Indoor Climbing	6
Using the Guide	6
History	8

PIEDMONT REGION CLIMBING AREAS

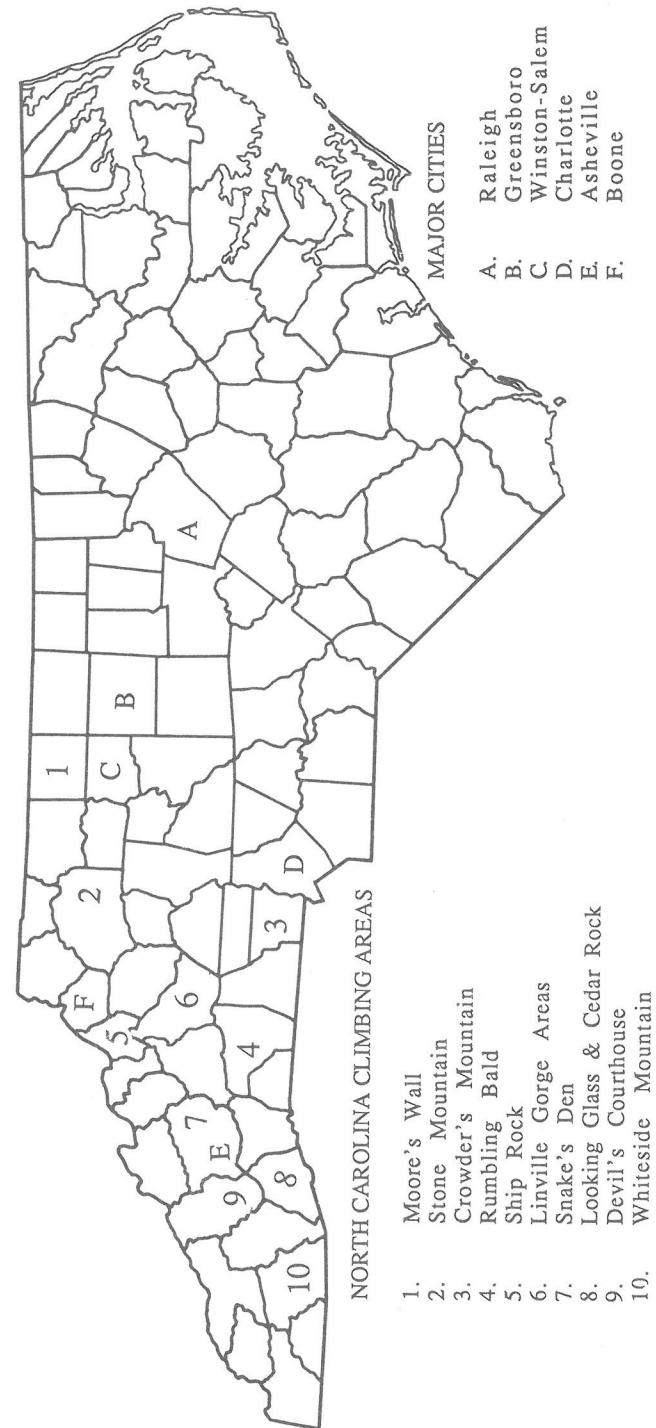
Moore's Wall	13
Pilot Mountain	49
Stone Mountain	67
Crowder's Mountain	91

MOUNTAIN REGION CLIMBING AREAS

Ship Rock	117
Linville Gorge Overview	129
Sitting Bear	131
Hawksbill	133
Table Rock/North Carolina Wall Overview	142
Table Rock	144
Little Table Rock	157
Devil's Cellar	158
North Carolina Wall	160
The Amphitheater	175
Reggae Wall	187
Shortoff Mountain	188
Snake's Den	210
Looking Glass Rock	213
Cedar Rock	267
Devil's Courthouse	277
Victory Wall	281
Small Wonders Wall	283
Big Green	285
Whiteside Mountain	297

Historical Index	311
------------------------	-----

Errata	333
--------------	-----



INTRODUCTION

North Carolina has much to offer the climber: pleasant year-round climbing, a wide variety of cliffs and walls, easy access, friendly people, and fantastic rock. This guide is meant to assist the climber and to help make climbing trips more productive. Please read all of the introductory material before using the guide. If you need information not found in this book, ask local climbers for help or inquire at any of the many fine climbing/outdoor stores located throughout the state. In most cases you can expect positive and helpful advice from the people you meet while climbing in the state.

SPECIAL CONSIDERATIONS

Several important pieces of information are contained in this guide. Please remember that:

1. Closed or endangered climbing areas are not covered.
2. Obscure or little done routes may not be listed.
3. Climbers should use a 165 ft. or longer rope. Ropes shorter than 165 ft. may prove to be dangerous on many North Carolina cliffs.
4. Ratings are subjective, not objective indications of difficulty. The author makes a strong effort to report consensus ratings. Some climbers may not agree with the ratings used in this guide.
5. Protection varies from route to route. In most cases, this book does not attempt to describe the available protection or safeness of a route. Where the author is aware of dangerous conditions they are reported.
6. Topos, line drawings, and marked photos are generalized. In many cases, lines on photos are located just to the side of the actual route so that the features on the rock may be seen. Climbers must rely on their own ability and route finding sense.
7. Some route descriptions include gear recommendations. Gear recommendations are given in either generic terms or by specific brand and equipment names. In order to benefit from gear advice listed in this guide, the reader must be familiar with common types and brands of climbing equipment.
8. Climbing is an inherently dangerous sport. No one should climb unless he or she receives proper instruction from expert rock climbing instructors. **THIS GUIDE IS NOT A ROCK CLIMBING INSTRUCTION MANUAL. DO NOT ASSUME THAT READING THIS GUIDE WILL ENABLE YOU TO CLIMB ROCKS.**

RATINGS

A free climb is one in which ropes and equipment are used for safety purposes only. While free climbing, nothing but the rock supports the climber's weight. All progress is made by contact with the rock and not with the assistance of equipment. This guide uses the Yosemite Decimal System in its ratings of free climbs. The Yosemite Decimal System rates the difficulty of free climbs through a numerical hierarchy. The system progresses as follows:

EASY.....	5.0-5.4
MODERATE.....	5.5-5.8
DIFFICULT	5.9-5.10
EXTREMELY DIFFICULT.....	5.11-5.14

Ratings may be further delineated by the addition of a (-) or (+) sign after the rating. A (-) symbol indicates that the climb is at the lower end of the rating scale. A (+) symbol indicates that the route is at the upper end of the rating scale. For instance, climbs rated 5.10 may be broken down further into 5.10-, 5.10, or 5.10+.

Where possible, this book uses the (a-d) system for routes 5.10 and harder. For example routes in the 5.10 range may be rated either 5.10a, 5.10b, 5.10c, or 5.10d. The symbol (a) indicates routes at the bottom of the 5.10 difficulty range while (d) indicates routes at the top of the difficulty range. The (a-d) system is preferred and is used where the author has sensed a consensus among the climbing community.

Some routes may be dangerous due to a lack of available protection. In cases where the author is aware that a route may be dangerous, the condition is noted by the use of one of two symbols: (R) or (X). An (R) located to the right of the rating indicates that the climb is "runout". In other words, the protection is sparse or very difficult to place. An (X) to the right of the rating indicates that the route is known to be extremely dangerous. A fall would most likely result in death or serious injury. It is important to understand that perceptions of what constitutes a well protected route vary tremendously within the climbing community. Many poorly protected routes included in this guide may not have the (R) or (X) symbols. This is especially true at many of the western North Carolina areas where runout routes are the standard. This is also true at Stone Mountain where all routes are runout.

The American scale for aid climbs range from AO to A5. Climbs rated AO and A1 are generally easy with solid protection. Pitches rated A5 are extremely difficult with high potential for dangerous or very long falls.

Although most routes in North Carolina are short enough to do in several hours, there are some longer routes. Long routes will be indicated in the following manner:

- IV The route will take a long day to finish.
- V The route will take about a day and a half to finish.
- VI The route will usually take two or more days to finish.

NOTE: DO NOT ASSUME THAT YOU CAN DO EASY CLIMBS WITHOUT INSTRUCTION. DO NOT ASSUME THAT ROUTES WITHOUT THE (R) OR (X) SYMBOL ARE SAFE AND WELL PROTECTED. MANY ARE NOT!

ACCESS PROBLEMS IN NORTH CAROLINA

Climbers in North Carolina are now facing many of the access issues that are affecting climbers across the nation. Since the publication of the first edition of this guide, North Carolina climbers have lost access to several important climbing areas.

Both public and private landowners are troubled by a variety of issues including vandalism, illegal camping, littering, bolting, and loss of privacy caused by public use of their lands. Climbers are learning that access, the legal system, and environmental ethics are inseparable. The difficult questions facing the future of climbing must be addressed by the climbing population. Climbers must begin to interact with public land managers, work with private landowners, and strive to produce some sort of ethic which addresses the concerns of each individual climbing area. The climbing community is composed of people, many of whom are mavericks and independent people, but the time has come to actively encourage cooperative action and the political behaviors that will be required if the sport is to survive this decade. All of us could help by joining the Access Fund, a national access organization, and the Carolina Climbers Coalition, a regional coalition of climbers dedicated to keeping the rocks and mountains open for all users.

Climbing should survive if every climber could do the following:

1. Obey all regulations on public lands.
2. Exit state parks by the posted closing hour.
3. Avoid areas closed because of the presence of endangered plant and animal species.
4. Treat everyone, but especially local residents, with respect.
5. Don't litter, leave fire rings, cause destruction of property, or become a nuisance to local landowners.
6. Give people the idea that you are practicing a reasonably sane sport. Don't give anyone liability jitters.

PEREGRINE FALCONS: A special access consideration is that of protection of endangered species, especially the Peregrine Falcon (*Falco peregrinus*). The Peregrine Falcon, the world's fastest bird, is slowly being brought back from the edge of extinction. The use of the pesticide DDT in the 1960s caused premature breaking of the bird's eggs. By the time DDT was banned the Peregrine was almost gone. Climbers have a special duty to be aware of this animal since it nests only on high cliffs. If climbing access is to continue, we must work hard to help save this wonderful bird of prey. This means respecting the Peregrine closures as they are announced.

ETHICS

In North Carolina many climbers have embraced the concept of maintaining the majority of North Carolina as a preserve for traditional climbing. It is generally accepted that the historical ethics of individual cliffs should prevail. As a result, there are many bolted routes in North Carolina, but few sport routes. Sport routes are generally limited to only a few cliffs, some of which are not included in this guide because of access problems.

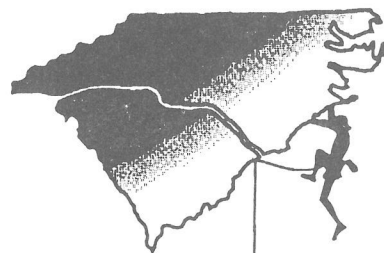
Support Your
Carolina Climbers Coalition

*Helping to preserve access
 to the mountains and rocks
 of the Carolinas through*

- *Work Projects*
- *Education*
- *Negotiations*
- *Partnerships*

Donations are gratefully accepted.

**P.O. BOX 3312
 CHAPEL HILL, NC 27515**



Before drilling or pounding pins we highly recommend that all climbers check with the local climbing community or local climbing stores for guidelines considering what is acceptable in the area.

BOLTS: The addition of bolts after the first ascent is still considered an affront to the climbing community in general. Do not add bolts to established climbs to "make them safe". Placing bolts in North Carolina State Parks remains illegal. Motorized drilling in federal wilderness areas is in violation of law and is not acceptable in North Carolina.

PITONS: The addition of pitons can affect the nature of a climb. Pitons should never be added to an established route.

CHIPPING, EPOXY, AND ARTIFICIAL HOLDS: These practices are not acceptable in any North Carolina climbing area.

ENVIRONMENT: Most climbers have a deep sense of respect for the environment and the natural world. This commitment should never be relaxed. The public often views the sport of climbing as a maniacal activity practiced by people akin to devil worshipers. We must make sure that landowners and the public officials that control access to the rocks never have an environmental rationale for excluding climbers. Trails, water sources, parking areas, vegetation, and all other aspects of the land must be treated with great care and respect. Climbers will always find themselves on the defensive in the battle to preserve access to the rock walls of the state. We must strive to eliminate all possible excuses used to justify the elimination of that access.

CLIMBING IN NORTH CAROLINA STATE PARKS

Climbing is allowed in four North Carolina State Parks: Hanging Rock (Moore's Wall), Pilot Mountain, Crowder's Mountain, and Stone Mountain. At the time of this writing each of the four parks was in the process of developing its own Climbing Management Plan, but all four fall under a statewide umbrella policy. When climbing in North Carolina parks please consider the following:

1. Preservation of the environment is the primary mission of all state parks. If climbing activities endanger the environmental integrity of the parks then climbing could be banned.
2. New bolts are not allowed, but the individual parks may develop their own policies on allowing replacement of aging fixed anchors.
3. All four parks require climbers to register.
4. Solo climbing is discouraged.
5. Hanging Rock, Pilot Mountain, and Crowder's Mountain contain rocks which are off limits to climbers.

WEATHER

North Carolina lies far enough south and has such a tremendous selection of cliffs that year-round climbing becomes possible throughout the state. The spring and fall climbing seasons generally provide the best weather at all cliffs. The fall usually features the driest period except during years with active hurricane seasons.

Winter climbing is possible on cliffs which face south and on those located in lower elevations. These areas generally provide a very comfortable winter climbing environment. It is important to remember that occasional cold fronts and storms may make even North Carolina weather too harsh for winter climbing. Recommended winter areas include Pilot Mountain, Stone Mountain, Crowder's Mountain, Whiteside Mountain, and the south face of Looking Glass Rock.

High temperature and humidity often make summer the most difficult season for climbing in the south, especially June through August. Most summer climbers visit the north faces and cliffs located in higher elevations. Recommended summer climbing areas include Hawksbill, Moore's Wall, and Ship Rock.

INDOOR CLIMBING

When the weather turns foul try one of these indoor facilities.

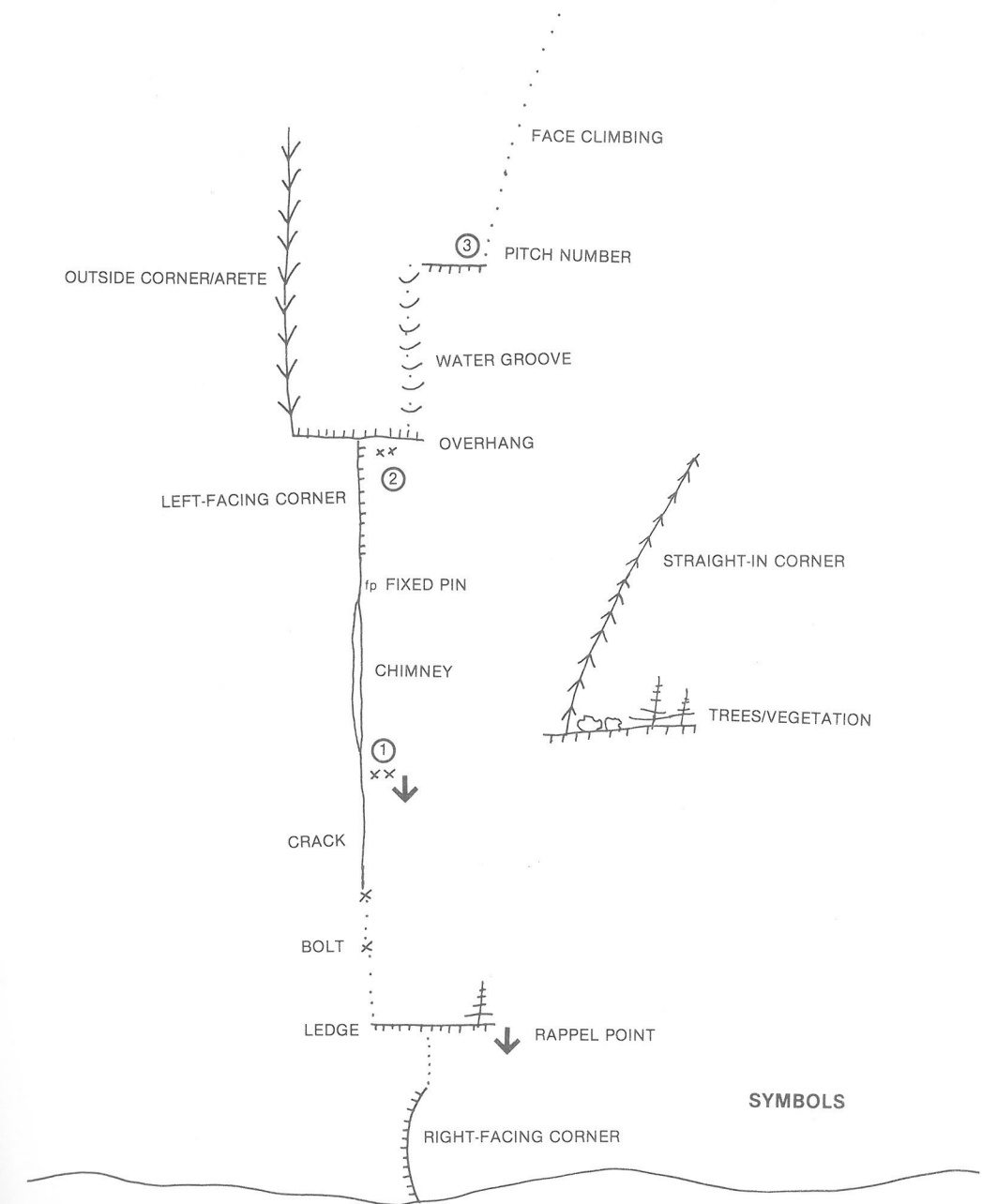
- Asheville - Climax (704-252-9996)
- Chapel Hill - Community Center (919-968-2790)
- Charlotte - Charlotte Climbing Center (704-333-7625)
- Durham - Vertical Edge (919-596-6910)
- Greensboro - Tumblebees (910-665-0662)
- Southern Pines - Sandhills Vertical Club (910-295-0724)
- Winston-Salem - Roc Ltd. (910-759-ROPE)

USING THE GUIDE

This guide consists of topos, photographs, and written descriptions. When using topos it is important to understand the full meaning of the symbols in the descriptions. Below is a listing of the symbols and abbreviations used in this book. On the next page is a sample topo showing common symbols.

ABBREVIATIONS

- | | | | |
|----|----------------------|--------|-------------------|
| PP | Poor protection | F.A. | First ascent |
| NP | No protection | F.F.A. | First free ascent |
| PD | Protection difficult | TR | Top rope |
| R | Very dangerous | * | Recommended route |
| X | Extremely dangerous | | |



WARNING: When using this, or any other rock climbing guide, it is important to realize that topos, written descriptions, lines and dots on photographs, and other methods of describing route locations are simplifications of true natural features and can be somewhat misleading and inaccurate. It is extremely important that all climbers using this book understand this imperfection. This guide is a general reference to be used in conjunction with the climber's own route finding ability and general rock sense. Always view the information in this book with a critical eye. The author has attempted to make this guide as accurate as possible, but creating a guide free of misinformation is an almost impossible task. Once you elect to climb a route, always approach the undertaking as if it were a first ascent. Use the guide to help you, but do not under any circumstances assume that the information in this guide is 100% reliable. If you do discover a mistake in the text or an inaccurate topo, please bring it to our attention.

HISTORY

Information concerning the history of rock climbing in North Carolina remains incomplete, especially in the years prior to the mid-1960's. In the early years of North Carolina climbing, most information was passed on by word-of-mouth. Often climbers were provincial, preferring certain areas and neglecting others. However, out of this murky past the following information is available.

EARLY YEARS

We know that climbing in North Carolina began as early as the 1940's. During that decade Morganton climber, Jim Anthony, made several first ascents using primitive equipment in the Linville Gorge and Shortoff areas. In later years Anthony became the owner of Gray Wolf Expeditions, an outdoor school that taught climbing at Table Rock and Linville Gorge. Jim Anthony passed away in 1986.

In the late 1950's and early 1960's, George DeWolfe began climbing at Hanging Rock State Park and the University of North Carolina and Duke University Outings Clubs started to climb at nearby Moore's Wall. During these years many routes of up to 5.6 were completed. Progress was hampered by the still primitive equipment available, mainly hemp ropes and soft iron pitons.

About the same time the army trained special forces troops in Linville Gorge and at Table Rock. Today many of their old ring pitons are still imbedded in Table Rock. Army personnel had climbed many of the easier lines by the time the Outward Bound School opened in the late 1960's.

To the west, Steve Longenecker was busy doing first ascents on Devil's Courthouse during the years 1965-1966. Also during the same period, and with the assistance of Bob Gillispie and Bob Watts, he managed to bag the first ascent of the classic NOSE on Looking Glass. Not satisfied with these accomplishments, he then teamed up with Bob Gillispie and Bob Mitchell for an attempt on THE MUMMY, located on the Mummy Buttress, in the Linville Gorge Amphitheater. It was thought at the time that the climb



*Brad Shaver and Tony Pidgeon on an early ascent of THE SEAL, Looking Glass Rock.
Photo: courtesy of the Shaver family.*

would require a great amount of aid to surmount the severely overhanging crack. To their surprise the crack went easily. So easily, in fact, that Gillispie and Mitchell did the route wearing nothing but their climbing shoes! This climb remains one of the most popular in the area.

An article entitled "Challenging Climbs in North Carolina" in the October 1964 edition of *Summit* magazine best describes the state of the climbing scene in the 1960's. The author of the article, Robert Moseley, relates an attempt to climb the GREAT ARCH (5.5) on Stone Mountain. "Feeling that we had approached the limits of free-climbing, we retreated. The crack will be a fine route, however, for someone skilled in the use of direct aid." The GREAT ARCH is now considered an easy route suitable for beginners.

MODERN TIMES

A radical change came to North Carolina in the early 1970's. Armed with modern equip-

ment, determination, and a heightened sense of what was possible, a new generation of excellent climbers emerged on the scene.

At the head of this revolution stood Brad Shaver, an Outward Bound School instructor from Asheville. He later started the first backpacking and climbing shop in the southeast. With the benefit of the best equipment then available, he pioneered many of the harder routes in the state. Shaver spent all of his free time in pursuit of climbing and traveled extensively outside of North Carolina, doing many of the country's finest climbs. By the age of 20, Shaver had soloed the Regular Northwest Face of Half Dome in Yosemite. During the mid-1970's, Shaver climbed frequently with Henry Barber in the Gunks and in North Carolina. During those years Barber was perhaps the best and certainly the most publicized freeclimber in the world. In 1978, Shaver and his partner Karl Ketron died during an alpine style ascent of Dunagiri, in the Himalayas. They successfully ascended the 23,184 ft. summit, but during the descent, a storm hit the mountain. Shaver and Ketron were never seen again, apparently victims of an avalanche that destroyed their camp at 22,500 feet.

During the same era another climber, Bob Mitchell, did first ascents of several very popular routes. A good example of his bold style is the 4th pitch of THE ODYSSEY, a solid 5.9, first done in a pair of old blown-out Robbins climbing boots. Bob Mitchell and Will Fulton, another active climber of the period, made the first clean ascent of BUMBLEBEE BUTTRESS. During this ascent, Mitchell led the entire climb in a drenching rain storm. Fulton recalls that Mitchell was one of the strongest and safest climbers of the period.

Another inspired climber was Gil Harder. Harder's ambition was to be a high altitude mountaineer; thus, most of his rock climbing was done in heavy mountaineering boots. He led the first ascent of THE SLIMEY in these boots. On another epic he managed to lead BLOOD, SWEAT, AND TEARS in a downpour so fierce that his belayer couldn't even see him. In 1979, Gil Harder was killed at 21,300 ft. on Annapurna when an avalanche swept away his camp. The Himalayas claimed yet another fine North Carolina climber.

Art Williams, an immigrant from Great Britain, was another active climber of the 1970's. During this period he did several first ascents on Looking Glass Rock and in Linville Gorge. He also wrote *The Climber's Guide to the Carolinas*, the first book to describe North Carolina's rocks and routes.

One of the strongest and certainly one of the boldest North Carolina climbers was Bob Rotert. In the 1970's Rotert climbed many scary routes at Whitesides and other large cliffs. He established several of the hardest climbs at Looking Glass Rock. He now lives in Colorado where he still climbs at the highest grades.

A guide that includes Looking Glass Rock would not be complete without a mention of Jeep Gaskin. Gaskin still spends a considerable amount of time at Looking Glass and is responsible for more first ascents there than any other individual.

One of North Carolina's most determined and prolific climbers is Tom Howard. Due in part to his many hours of bushwhacking in search of new rock, Howard has completed over 170 new routes in North Carolina and West Virginia.

In the eastern piedmont, a prime mover in the development of Moore's Wall and Sauratown was Eric Zschiesche, a climber as famous for his dietary habits as his bold and difficult routes.

Also active at Moore's Wall was Tom McMillan, who with Rob Robinson and Ted Anderson pushed the limits to create WILD KINGDOM at 5.12a. He and Rotert also climbed CAPTAIN HOOK'S NAMELESS NIGHTMARE, a very serious 5.11 in Linville Gorge.

TRADITION AND REVOLUTION

With the coming of the 1980's, North Carolina experienced an explosion in the number of hard climbs and hard climbers. Some cliffs now have clip-up sport climbs of great difficulty, but in North Carolina a strong traditional ethic remains. Traditional climbers such as Eric Zschiesche, Jeep Gaskin, and Tim Fisher continue to create ground up routes of great difficulty and boldness. Meanwhile sport climbers such as Harrison Dekker and Porter Jarrard have created the most technically difficult routes in the state.

Climbing has boomed in the 1980's and 1990's. So many great climbers are now found on North Carolina cliffs that it would be difficult to credit each of these individuals with his historical due. For recent history, refer to the first ascent information listed in the rear of this book.

FIRST ASCENT INFORMATION

First ascent information is listed beginning on page 309 in the Historical Index. Routes with protection pre-placed on rappel (including bolted sport routes) are sometimes not included in the first ascent information.

CORRECTIONS

We urge readers to contact the publisher of this guide if errors are discovered in any section, including topos, route descriptions, first ascent credits, and historical information. Please send any corrections or suggestions to:

EARTHBOUND SPORTS INC.
PO Box 3312
Chapel Hill, NC 27515-3312



...Preserving America's diverse climbing resources.

The Access Fund, a national, non-profit climbers organization, is working to keep you climbing. The Access Fund works to preserve access and protect the environment by buying land, funding climber-support facilities, financing scientific studies, helping develop land management policy, publishing educational materials, and providing resources to local climbers' coalitions.

Every climber can help preserve access!!

- **Commit yourself to "leaving no trace."**
Remove litter, old slings, etc. from campgrounds and the crags.
- **Dispose of human waste properly.**
Use toilets whenever possible. If none are available, dig a hole at least 50 meters from water and bury waste. *Always pack out toilet paper* (use zip-lock plastic bags).
- **Use existing trails.**
Avoid cutting switchbacks and trampling vegetation.
- **Use discretion when placing bolts & "fixed" protection.**
Camouflage all anchors.
- **Respect restrictions to protect natural resources & cultural artifacts.**
Be aware of seasonal closures to protect nesting raptors.
Power drills are illegal in wilderness areas.
Never chisel or sculpt holds in rock on public lands.
- **Park in designated areas.**
Try not to park in undeveloped, vegetated areas.
- **Maintain a low profile.**
- **Respect private property.**
- **Join or form a group to deal with access issues in your area.**
Consider sponsoring "clean-ups" and other events which promote access.
- **Join the Access Fund.**
To join, simply make a tax-deductible donation of any amount.

The Access Fund • PO Box 17010 • Boulder, CO 80308

THE PIEDMONT

The piedmont of the southeast United States is a vast, gently rising plain characterized by rolling hills and a gradual westward gain in elevation. The region is located between the flat coastal plain and the rugged crown of the Appalachian Mountains. Piedmont climbing areas are located where the remnants of ancient mountain ranges were once capped with resistant rock, or in the foothills of the mountain region. Some areas, such as Stone Mountain, could be considered to be located in either the piedmont or in the mountains since they are located on a line that separates the two geologic areas. All Piedmont climbing areas are located in the mid to western piedmont.

MOORE'S WALL

Moore's Wall is one of the finest climbing areas in the eastern United States. The steep quartzite rock features a variety of protectable cracks. The local climbing population strenuously defends the traditional ethic at Moore's Wall and as a result only a few, very difficult sport routes exist at this crag.

The majority of Moore's Wall routes are vertical to overhanging on high quality quartzite. Climbing in this very vertical environment is possible due to abundant face holds, some of which are truly amazing. While many of the routes at Moore's Wall are arm-blowing, vertical faces, a wide variety of climbing situations exist. Moore's Wall also boasts roofs of all sizes as well as many high quality cracks. Moore's Wall is an excellent area if you like to climb in an environment free of large crowds. Despite its quality, the rock has only moderate visitation on weekends, and is usually deserted during the week.

There are several important areas at Moore's Wall: the North End, the Amphitheater, the Central Wall, the Circus Wall, the Sentinel Buttress, the Fire Wall, and the Hanging Garden. Most of the easy to moderate climbs are found in and around the Sentinel Buttress. Harder routes in the 5.10 - 5.12 range can be found anywhere on the cliff. The Amphitheater is a popular area for climbers leading 5.8 - 5.10. For climbers capable of doing routes 5.10 or harder, the North End offers excellent climbs with few people.

ACCESS ISSUES

Moore's Wall lies primarily within the boundaries of Hanging Rock State Park, however part of the standard approach is on private property. The climbing community has tried to maintain good relations with both the private owners and the North Carolina State Park officials. It is vital to the future of climbing at Moore's Wall that those relationships continue to be positive. When visiting Moore's please do the following:

1. Treat all local residents and park officials with respect.
2. Don't litter, block roads, disturb the neighborhood with excessive noise, or in any way make the owners of the property question the wisdom of allowing climbing to continue.

3. Do not camp or build fires at Moore's Wall or on any State Park lands.
4. Climbers must register to climb in State Parks. Registration areas for Moore's Wall are located at the Tory's Den parking area at the intersection of Charlie Young and Mountain Roads and in the interior of the park at the head of the Moore's Wall Trail. (Please see map on page 15).
5. Carpool from Tory's Den to reduce the impact of automobiles on Mountain Road.

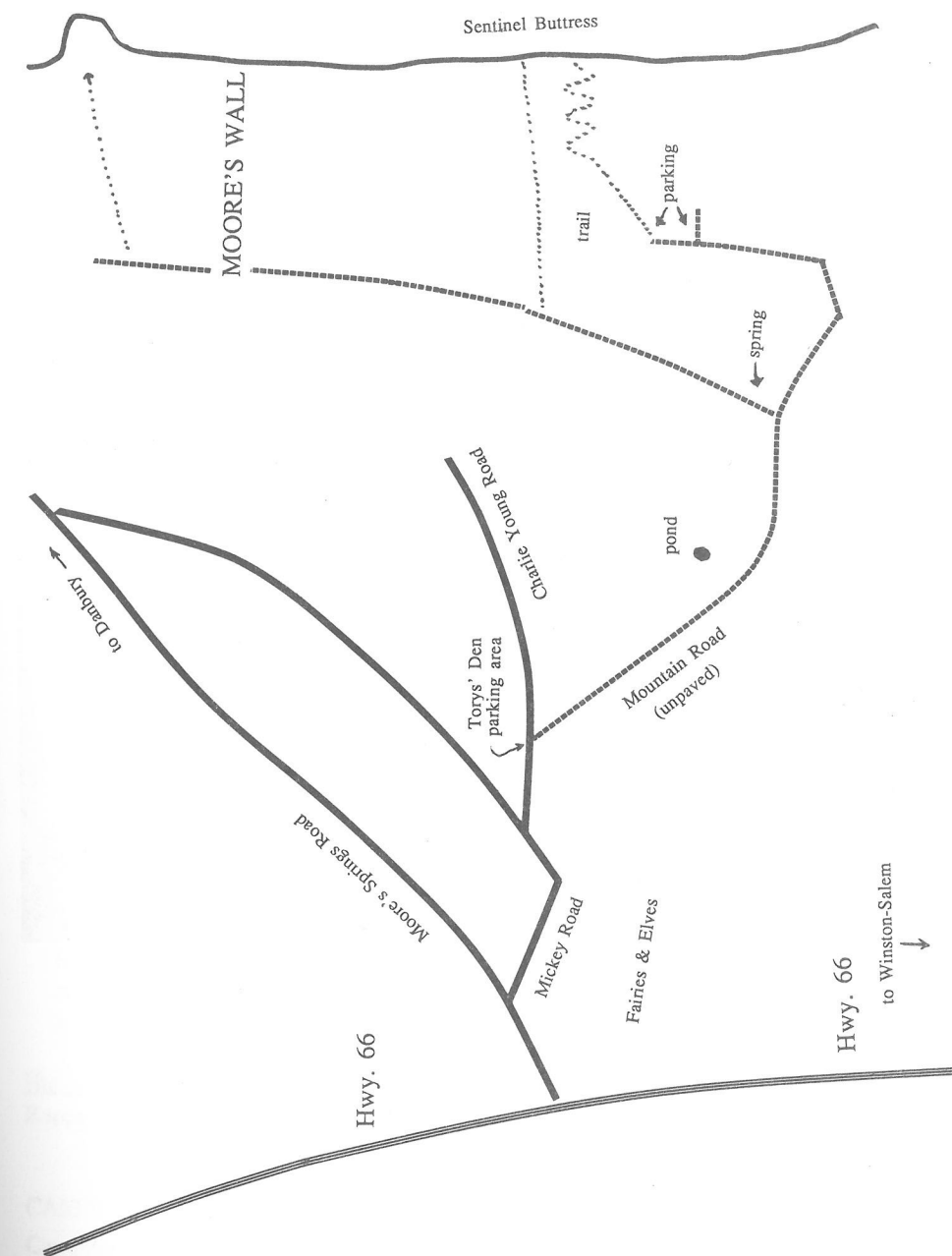
LOCATION

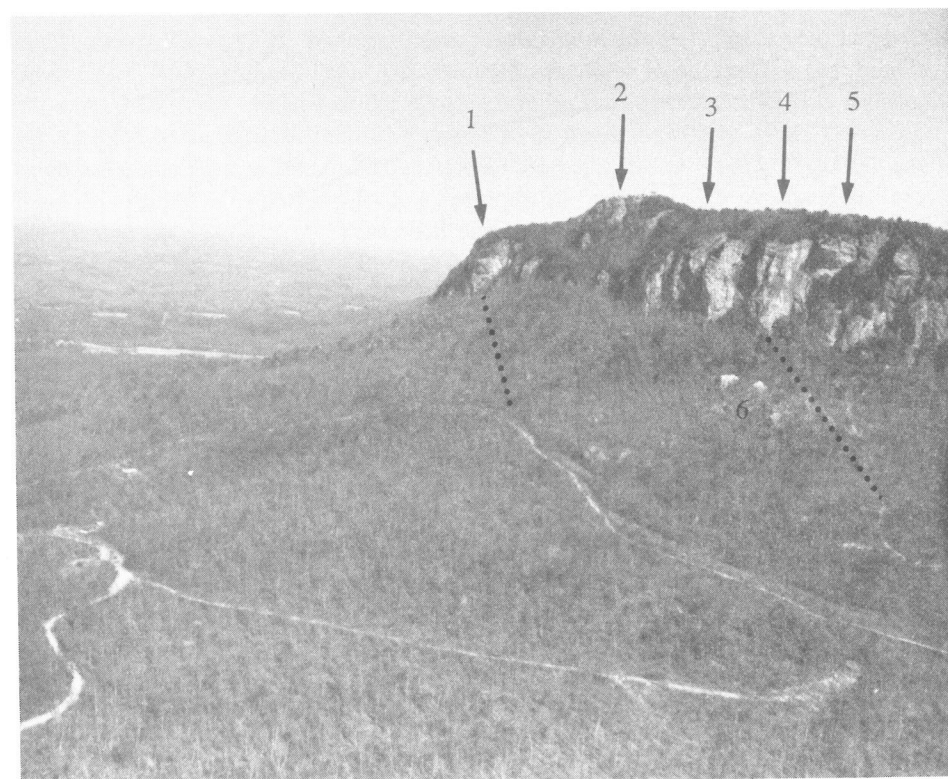
Take Highway 52, north of Winston-Salem and south of Mt. Airy, until you reach the Moore - RJR Drive exit (exit 122). The road starts as Moore Road, but changes name to Mountain View road. Head east for about 4.2 miles, through two stoplights and one blinking light, to the intersection of Mountain View Road and Highway 66. This intersection has a stop light, a Texaco station, and a Pantry gas station. Turn left on Highway 66 and drive about 6.7 miles to Moore's Spring Road (there's a sign for Hanging Rock State Park at the intersection). Turn right onto Moore's Spring Road and drive for .5 miles and turn right onto Mickey Road (Mickey Road is not marked, but there is a sign for Stoney Ridge Baptist Church). Drive .9 miles then turn right onto Charlie Young Road. Continue for .4 miles and turn right onto Mountain Road. Mountain Road is an unpaved road marked by a wood sign (there is also a parking area for Tory's Den at the intersection of Charlie Young and Mountain Roads). Drive up Mountain Road .7 miles to a "Y" intersection.

APPROACH

The best approach for those who have vehicles with a high clearance is to bear left at the "Y" intersection and drive for about 150 yards up a narrow road. Park where a smaller road heads right. Walk up the road to a trail. Follow the trail to the bottom of the Amphitheater. Go left to the North End. Turn right to reach the Amphitheater and the Main Wall.

The second option is to bear right at the "Y" and follow the road .4 miles, past the obvious stone house, to a parking area. The road past the "Y" intersection is often in extremely bad repair. Judge conditions as they exist at the time of your trip. The trail starts at the end of the road described above. Follow a small trail blazed with blue paint up and generally left. The trail soon leads to the main bouldering area and the Practice Rock. Continue following the trail to the base of the rock. The trail reaches the Main Wall near WASHBOARD. The Sentinel Buttress and the Hanging Garden are to the right. To reach all other areas simply follow the trail left. To reach the Amphitheater, continue left past the Central Wall to a large gully. Just beyond the gully the rock is a low cliff. From the low cliff, walk a few minutes to the Amphitheater. The North End is located about 5 minutes beyond the Amphitheater.





1. Amphitheater
2. Meat Puppet Wall
3. Main Wall

4. Sentinel Buttress
5. Hanging Garden
6. Practice Rock/Boulders

It is also possible to approach from the interior of Hanging Rock State Park. Park in the parking area near the lake and follow Moore's Wall Loop Trail through the family camping area. If you're staying in the campground, this trail crosses the road at the camper information station. A long hike takes you to the top of Moore's Wall. At a large boulder head down a gully to the base of Moore's Wall between the Amphitheater and the Main Wall. From the Park, the approach to the North End is actually shorter than from Mountain Road, but the side trail is difficult to locate.

DESCENTS

Descents are marked on topos and photos by the use of downward arrows. Descriptions of important descent routes are listed here:

North End:

1. Some routes can be rappelled with two ropes.
2. The Indian Head gully can be easily descended with a few short rappels.

Amphitheater:

1. From the top of the left wall (QUAKER STATE), rappel from the large dead pine using two ropes. Make sure you pull the knot over the edge before making the rappel.
2. From the top of the right wall (BREAKING ROCKS), rappel using one rope to the small dead pine on the large ledge. A rappel station is located on the wall behind the dead pine. A single rope rappel (165 ft. rope with stretch) will take you to the bottom.

Main Wall to Fire Wall:

1. You can walk back to the base by following the cliff top trail to an intersection near a large boulder. Go down the large gully to reach the base of the cliff between the main cliff and the Amphitheater.
2. For those who know the route, it's possible to find an intricate class 4 descent above WASHBOARD and HOPSCOTCH. If you don't know the way, find a guide or use some other option. The class 4 descent is fast but can be hazardous. This area has had a history of major incidents, including at least one death.
3. An elaborate bolt and pulley rappel station is located at the top of the Sentinel Buttress. Take great care in reaching the rappel station from above. Use two ropes to reach the large tree-covered ledge known as the Crow's Nest. From the Crow's Nest a one rope rappel reaches the ground.

Hanging Garden:

Rappel from tree using two ropes.

CAMPING

Camping is no longer allowed near Moore's Wall. Two private campgrounds are located on Moores Spring Road.

The Moores Spring Campground is located about 3 miles from the intersection of

highway 66 and Moores Spring Road. This camping area is open from March 1 - November 1. The campground is privately operated, but lies on State property. Because it is State property the campground is operated in the same manner as State Park campgrounds. The fee is \$7 per site which will fit 1 large or 2 small tents. The gate schedule is the same as the Hanging Rock State Park gate schedule below. This campground does not have a shower facility.

The entrance for **Single Tree Campground** is located only .4 mile east of Moores Spring Campground. Turn north and drive up the hill for .3 miles. Turn right onto a dirt road and drive to the top of the mountain. This campground has a restaurant and showers. The restaurant and showers are not available in colder months. Sites are \$10. Some sites can hold more than one tent. Showers are available. Alcohol is permitted in moderation. Gate hours are better than the State Parks. The gate opens at 6:00 a.m. and closes at 10:30 p.m.. Call (910) 593-2633 or 593-8834 for information.

Camping can also be found in nearby **Hanging Rock State Park**. As in all North Carolina State Parks, the park is closed and the gate to the campground is locked each night and remains locked until fairly late in the morning. The gate schedule is listed below:

November-February	8:00 a.m. - 6:00 p.m.
March, October.....	8:00 a.m. - 7:00 p.m.
April, May, September.....	8:00 a.m. - 8:00 p.m.
June-August.....	8:00 a.m. - 9:00 p.m.

The camping fee is \$9.00 per site, with a maximum of 6 persons per site. Most sites will accommodate 2 small tents or one large tent. During the winter, December 1 - March 15, the fee is reduced, but the showers are closed.

WEATHER

Although local fanatics climb at Moore's Wall practically all year, the normal season is generally March-November. The prime seasons are September to early November and late March to early May. Summer climbing can be difficult due to the extreme heat and humidity that strikes all of the piedmont. The rocks face north making most winter days at Moore's Wall sunless and very cold.

EMERGENCY AND RESCUE SERVICES

For rescues, contact the Stokes County Sheriff: (919) 293-8787. The closest hospital is the Stokes Reynolds Memorial Hospital: (919) 593-2831. The hospital is located approximately 7 miles from Moore's Wall at the junction of Highways 89 and 8.

BOULDERING

Two good bouldering areas can be found at Moore's. The most extensive area can be found below the Sentinel Buttress, along the trail to the cliff. One of the largest forma-

tions, the house-sized "Practice Rock" is frequently used for rappel and top rope practice. Many good boulders are scattered in this area, but the best concentration of problems can be found in the smooth floored "Zschiesche Corridor". The corridor has a variety of problems with mostly smooth landings.

The second area, best for those who like things steep, is located at the top of the cliff. This area is accessed via the trail which ascends the gully. Climb the trail, passing a prominent boulder, until it merges with the main State Park trail. Turn left and follow the trail a short distance to another boulder. Hike around to the back side of the boulder.

NORTH END

The North End is an area of steep cliffs located to the north of the Amphitheater. The North End cliffs start about 5 minutes from the Amphitheater and continue for some distance. When approaching from the Amphitheater, the first major formation of the North End is the Indian Head Buttress, recognized by its extremely overhanging nature.

The climbs described below are found at the extreme north (left) end of the cliff on a turret-like formation. This is the third set of cliffs left of the Amphitheater.

1. THE RECOMMENDATION 5.12b *

Left and uphill from ENDURO MAN... is a short problem with three bolts and a fixed stopper.

2. ENDURO MAN RIDES AGAIN 5.11d

Climb just left of FILET-O-FISH. Follow an 80 ft. crack which flows through a steep section of bulges and sloping areas. This area has a "Michelin Man" appearance.

3. FILET-O-FISH 5.12a *

Start at the right edge of the turret. PI. Climb a 5.7 pitch to the base of the turret. P2. Move up and left aiming for a shallow dihedral. Follow the dihedral up and right through roofs and bulges, past a pin, to a good stance. Climb up and to the right to a crack below the last roof. Rappel from the ENDURO MAN anchors.

4. ROOF AWAKENING 5.11b

PI. Climb the same 5.7 pitch as FILET-O-FISH. P2. Climb the obvious line over the enormous roof. Rappel from trees down and to the right.

5. RASTAFARI 5.9

Climb left-rising cracks on the left side and a little further up the ROOF AWAKENING gully.

The following six routes are on the second rock formation reached from the Amphitheater.

6. MIGHTY MOUSE 5.11c *

Start in an obvious chimney at the left end of the second North End cliff. Climb to an alcove beneath a small overhang. Climb out the overhang to a face with cracks. Reach a horizontal crack and move right to a prominent crack. Climb the crack to an anchor or continue to the top and descend a 4th class chimney to the left.

7. NICOTINE 5.13a *

Start from small boulders at the left side of an undercut roof and move right onto a sloping ledge. From the sloping ledge go up and left past bolts and pins to an anchor.

8. MIDDLE ROAD 5.12c

Use the same start as NICOTINE. From the sloping ledge, climb past two bolts, a pin, and a fixed stopper. Finish by climbing a dihedral and move onto the BOOGIE ledge.

9. BOOGIE TIL YA PUKE 5.12b R

Start under the right side of the low undercut roof described in NICOTINE. Boulder out the right side to a stance below the overhanging wall. Move up and left to a fixed stopper. Move left about 10 ft. and then up to a bolt. Pull a roof and continue past a bolt and pin to a ledge with anchor.

10. VASCULAR DISASTER 5.11b *

Use the same start as BOOGIE TIL YA PUKE. Once past the 5.12b boulder problem start, the route is only about 5.11b. Climb through many bulges to a smooth steep face. Continue to slings.

11. NEVERMORE 5.11c

The right most route on the second North End cliff. Climb steep orange rock through bulging roofs and areas of quartz intrusion. The angle eases at the top. Rappel from slings.

The following twelve routes are on the main North End formation. Most of these routes require 2 ropes to rappel.

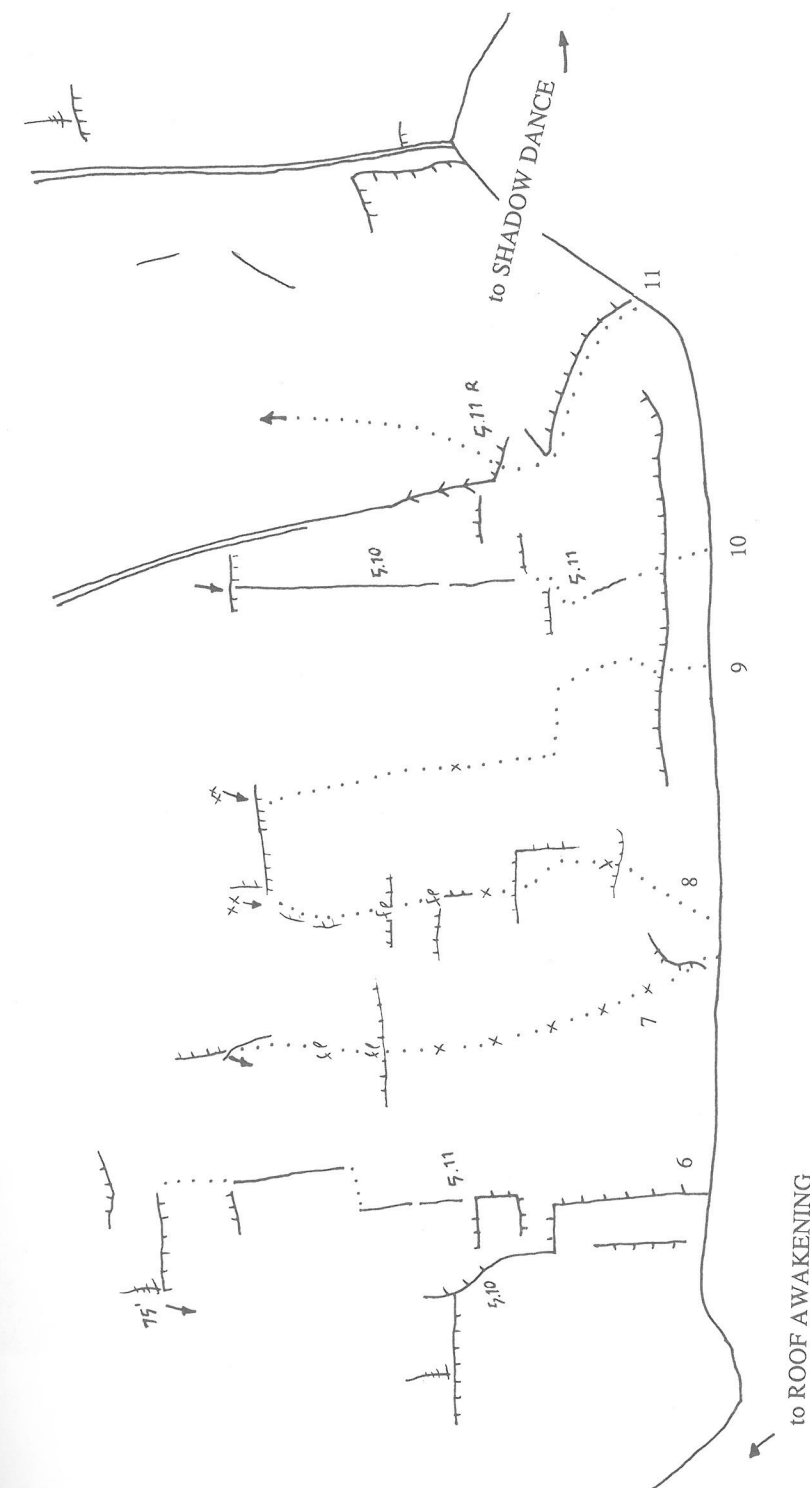
12. FIDDLERS ON THE ROOF 5.9+

13. SPICE 5.11c R

Climb SHADOWDANCE to a small ledge. Climb up and left to the arete. Climb the steep wall to a small roof with a crack. Continue to the top.

14. SHADOWDANCE 5.11d * R

About 25 ft. left of the start of NUTSWEAT is a clean layback flake. Climb the flake to easy ground beneath clean finger cracks. Climb the cracks to bolts which can also be used as an alternative belay stance. Continue up and right around huge roofs. Rappel



from NUTSWEAT. Most people do only the section to the bolts which is excellent and well protected 5.10c. The remainder of the route is serious and intimidating.

15. NUTSWEAT 5.9 *

On the first major cliff left of the JUGGERNAUT recess locate a long sloping ledge which starts from the center of the cliff and rises toward the right side. P1. Climb the easy ledge up and right to a small vertical crack at the first small ledge. Climb through a 5.9 overhang to a good stance where the cracks split. P2. At the diverging cracks go left and up to a left-facing corner. At the top of the corner, make an exposed traverse to the left to an easy but overhanging section. This is a wonderful route with incredible exposure. The easy rock is a little loose and poorly protected. The harder moves are on good rock with good protection. Rappel from the top. The route can be done as a single pitch, but plan for rope drag.

16. DEATH WISH 5.10c *

P1. Climb the same first pitch as NUTSWEAT. P2. Climb up and right following steep cracks, a ramp, and a chimney. Belay at the top of the chimney. Rappel from above NUTSWEAT. The route can be done as a single pitch.

17. BAT ATTACK 5.12a

Use the same start as NUTSWEAT. Climb the obvious right-facing corner and flake to a steep wall. Climb the wall to pins. Either rappel from here or continue to a large horizontal crack which is followed to the right.

18. RECKLESS ABANDON 5.11a *

Start on the long easy ledge described for NUTSWEAT. Continue on the steep ledge past the point where NUTSWEAT goes up. Scramble up and right past loose blocks to a bolt. Traverse right past a second bolt to a hole. Move right and up over steep rock to a crack. Follow the crack to the top. Look for the overhanging no-hands rest!

19. UNNAMED CORNER 5.6

20. JUGGERNAUT 5.10c

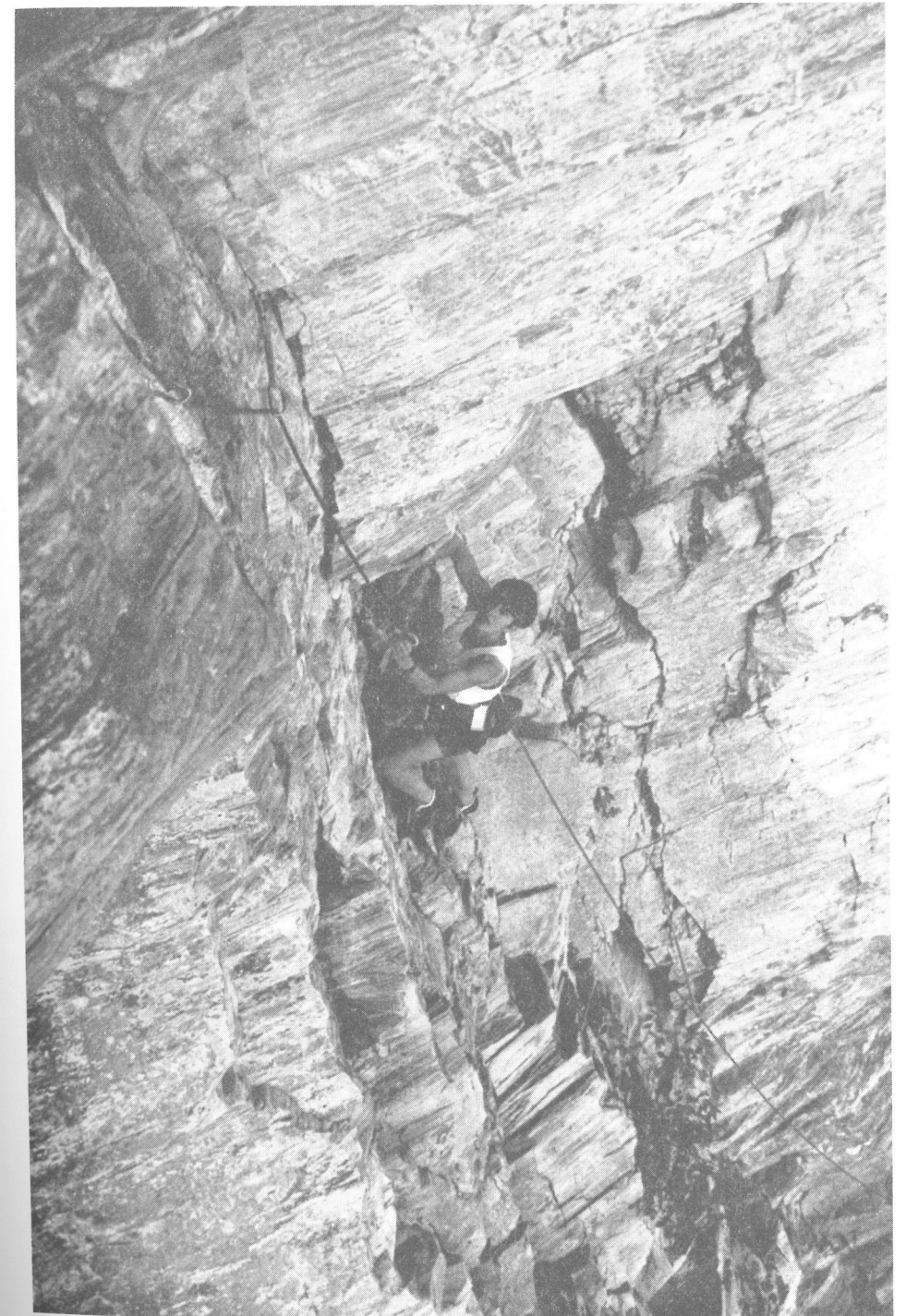
A small cliff is recessed about 50 ft. uphill of the trail. Climb the overhanging face and crack on the left side of the face.

21. NEVERMORE 5.8

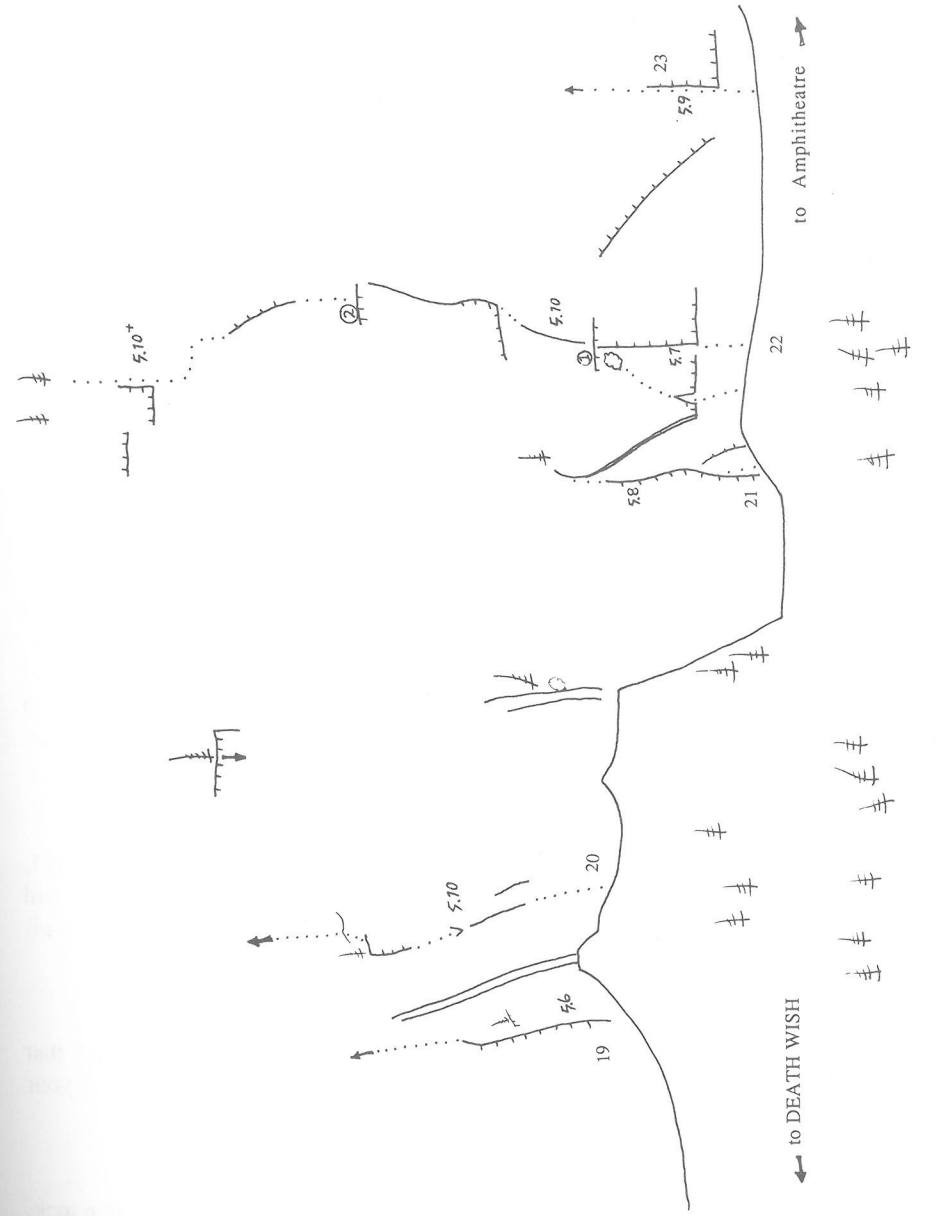
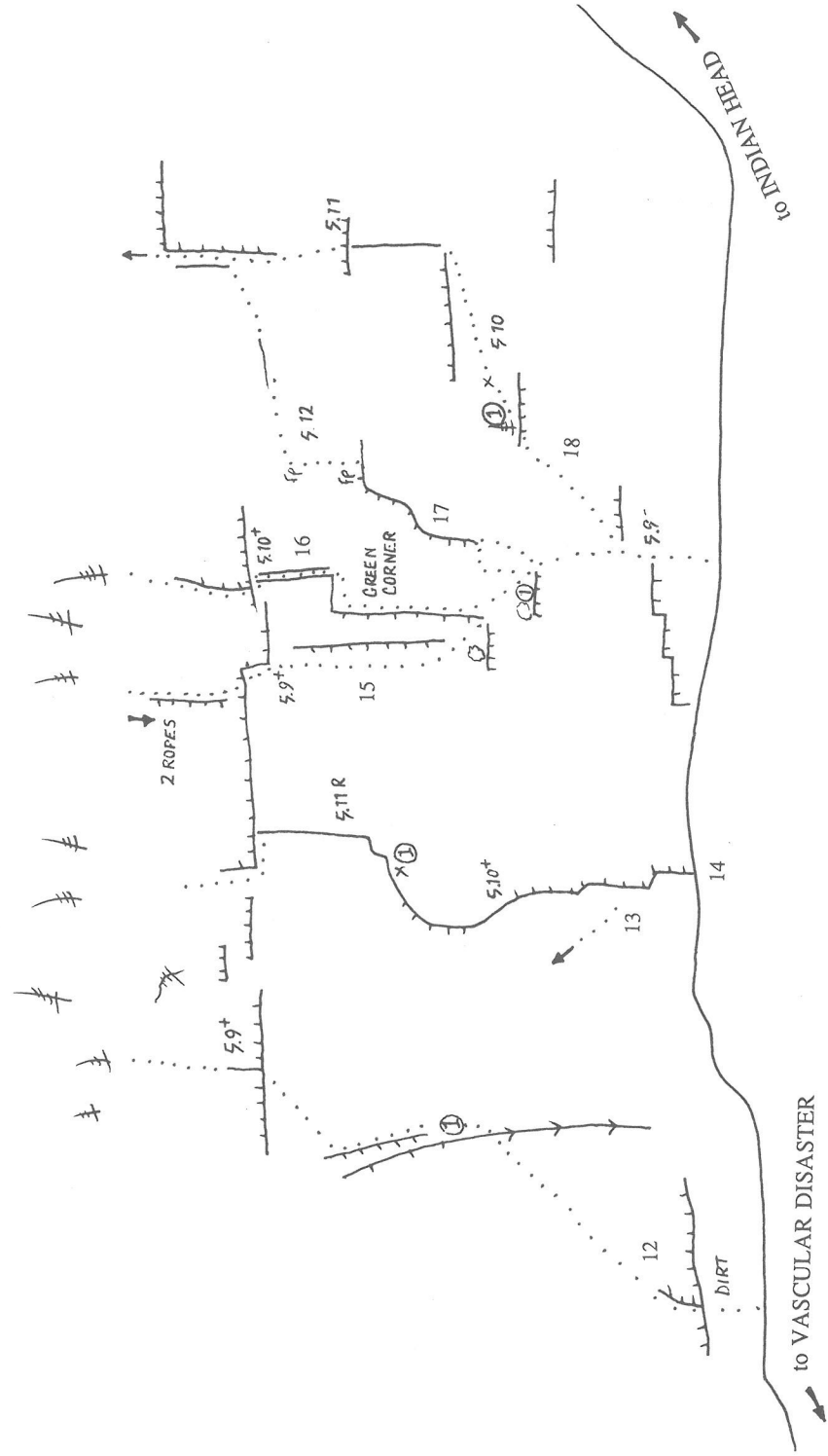
22. INDIAN HEAD 5.10d

This is one of the most exposed and intimidating routes at Moore's Wall. P1, 5.7. Start at the left side of the immense prow. Climb up through the chimney to a large ledge. P2, 5.10. Climb a steep face to a ledge. P3, 5.10. Climb up and out left aiming for a corner. Climb the corner to its top. Wander up easier rock to the top. NOTE: Ravens (*Corvus corax*) have been nesting on a large ledge on the first pitch for many years. Avoid this climb if the Ravens nest is active (usually February to mid-summer).

23. THE CORNER 5.9



Marlys DeAlba on NUTSWEAT, 5.9. Photo: Bill Webster



THE AMPHITHEATER

The Amphitheater has a high concentration of excellent routes. The right side of the Amphitheater is pleasant in the summer, while the left side is great if you're looking for sun in the cooler months. Remember to take two ropes for the rappel when climbing the left wall.

The left wall of the Amphitheater is sometimes known as the Sun Wall. In cooler months it receives more sun than any other area at Moore's.

The first two routes are located just around the corner to the left of the low point of the Amphitheater.

24. EXCELLENT ADVENTURE 5.7

Scramble left on a ledge to a crack. Climb up and then angle up and left across the wall, passing a roof on its left side. Continue up the wall to an arete. Climb up and move left around the final roof. Double ropes are recommended.

The next eleven routes are located on the left side of the Amphitheater, which is also known as the Sun Wall.

25. WAILING WALL 5.6 *

Start just right and around the corner from the toe of the Amphitheater. Climb a short chimney and face to a ledge, just left of the roof. Staying just left of a broken crack, climb the steep face split by many horizontal cracks. Exit through a prominent notch and belay. From the belay surmount a short wall and walk up to the rappel tree above DO OR DIVE. One of the best routes of its grade at Moore's Wall. Camming devices are useful on the horizontal cracks.

26. DROMEDARY 5.8

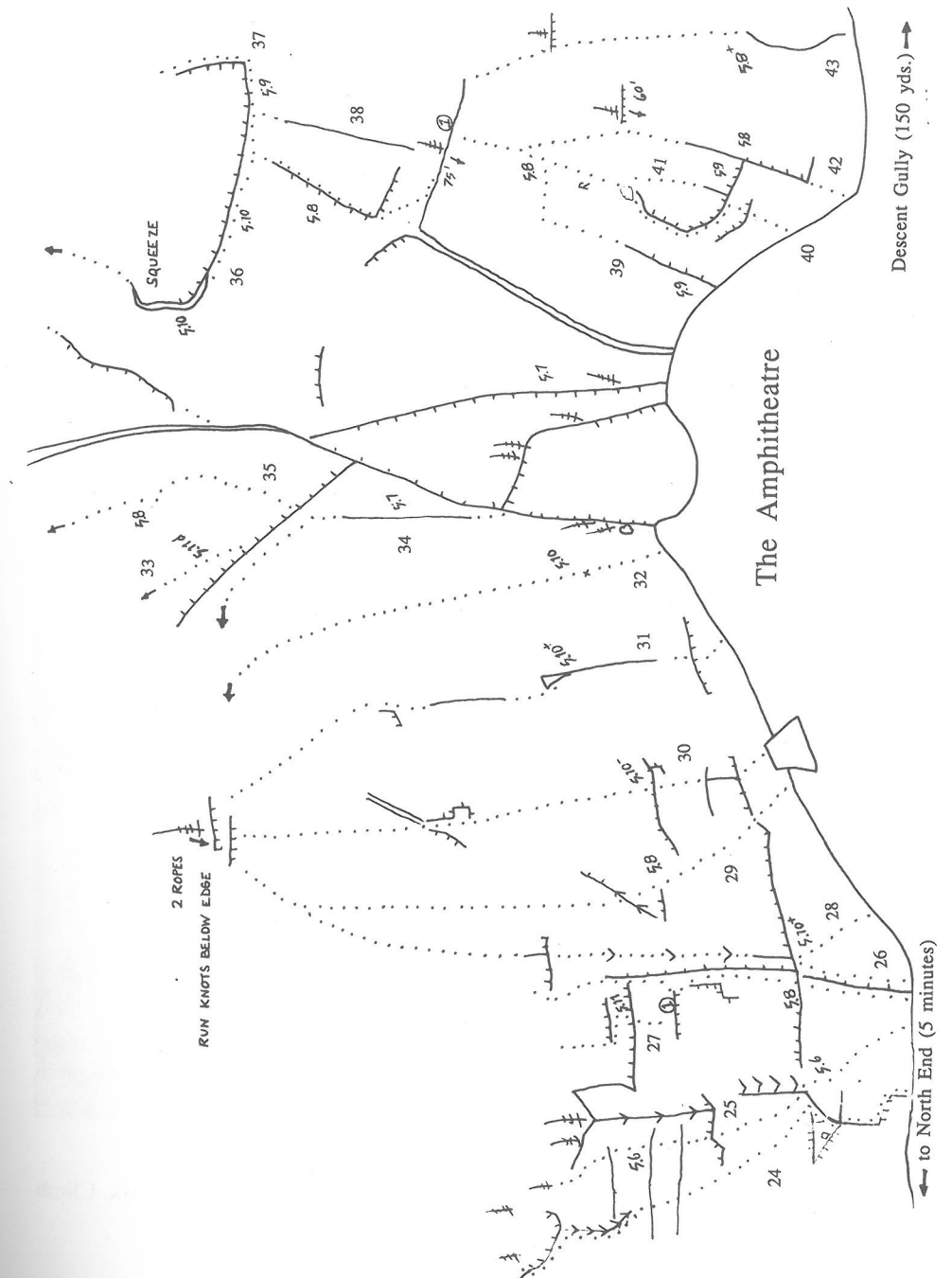
P1. Start at the low end of the left side of the Sun Wall. Share the WAILING WALL start, then move up and right. Climb cracks to a ledge below a roof. Make awkward moves over the roof and out right. Climb easy rock to a large ledge beneath a huge roof. P2. Continue up and right through a chimney to the top.

27. AID RAID 5.11d *

This route is a variation of DROMEDARY. From the large ledge climb the crack that splits the huge roof. From the end of the crack move left and up. Bring aiders if your second isn't up to the challenge.

28. FIVE EASY PIECES 5.10d R

Start left and below the large block. Climb out of the cave through extremely rotten rock. Climb through 5 roofs to the top.



29. RAISE HELL 5.8 *

Start at the same block as DO OR DIVE. Move up and left aiming for a large crack. Climb the crack to the chimney. Climb straight up the face on large holds or follow the chimney to the top.

30. DO OR DIVE 5.10a *

Start from the large block and climb straight up the face. A little runout at the crux if you don't find the excellent stopper placement above the roof. Climb the face to the chimney. Follow the chimney to the top.

31. QUAKER STATE 5.10d *

Simply a great classic, although just a touch runout in spots. Climb past an old bolt to the overhanging crack. Follow the crack past a triangular hole to a good rest. Climb the thin crack until it disappears. Continue up the face to the top.

32. NUCLEAR CRAYON 5.10b *

Begin below a bolt 20 ft up. Climb straight up the face. The route is a little runout above the bolt. The climbing on the face above the bolt is excellent and quite fun.

33. COMMAND PERFORMANCE 5.11d *

From the sloping ledge of GOLDEN EARRING climb the incredibly overhanging prow past fixed stoppers.

34. GOLDEN EARRING 5.7 *

The extreme right side of the Sun Wall is split by a vertical crack. Climb the gully to reach the beautiful crack. Climb the crack to the roof. Move up to the sloping ledge. Traverse left and up to the large ledge above the Sun Wall. Not recommended for persons climbing less than 5.7. The traverse, though easy, is particularly dangerous for the second climber. For an alternate start, climb the curving crack right of the gully. Traverse back left to reach the crack.

35. STEP AND FETCH 5.8

A direct finish to GOLDEN EARRING. Take the line of least resistance.

36. ZOOMBIE WOOF 5.10c *

A weird climb well worth doing at least once. This route is not recommended for large climbers. P1. Climb DOAN'S PILLS to the roof. P2. Traverse straight out left to the chimney. Move up to the point where the chimney turns almost horizontal, then begin to squeeze. Take a large (3.5) Friend.

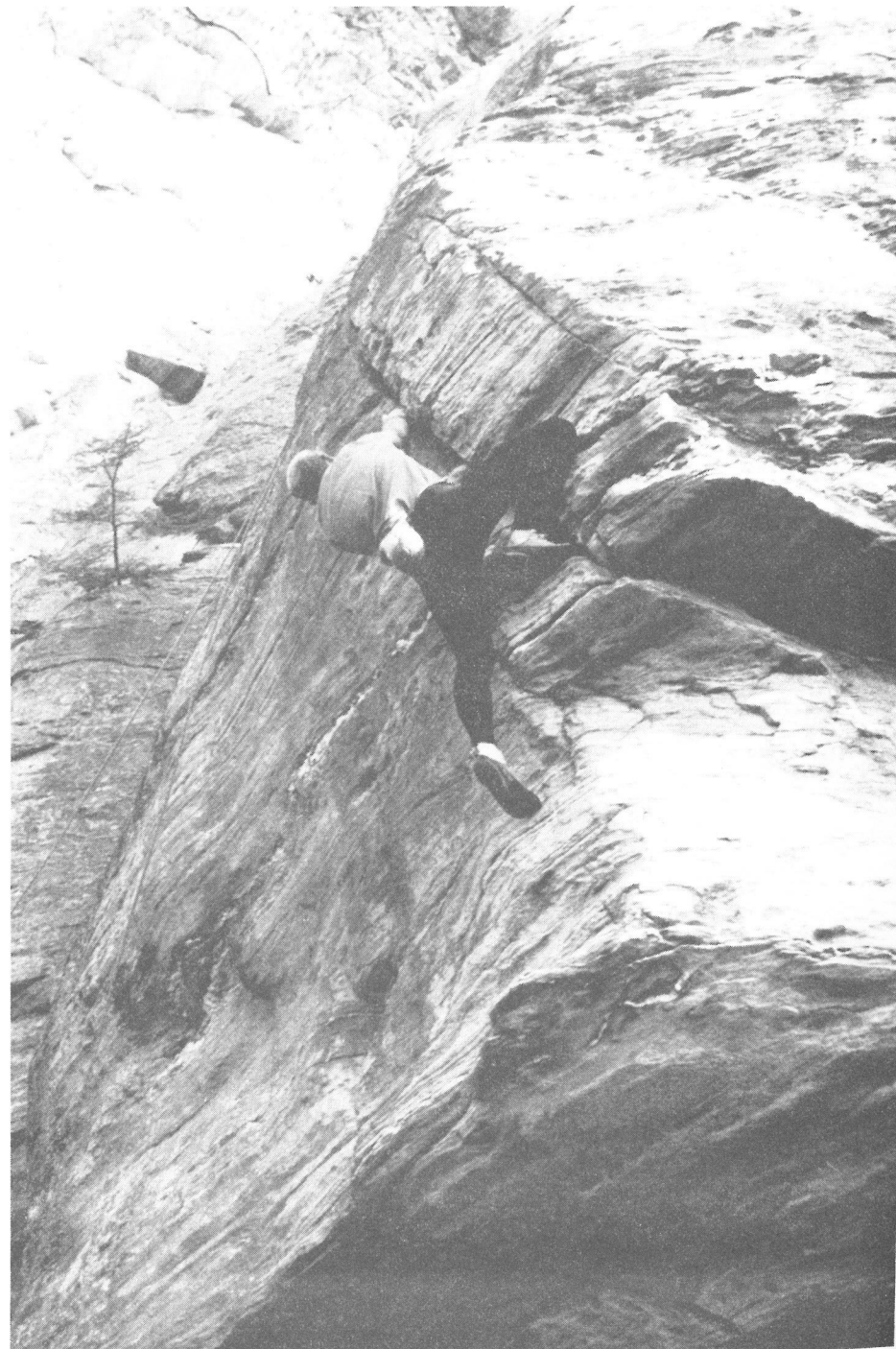
37. DOAN'S PILLS 5.8

From the BREAKING ROCKS ledge, move left to the prominent corner crack. Climb the crack to the roof. Traverse straight right to the rappel anchors.

38. FINGER LOVE 5.10a *

From the BREAKING ROCKS ledge, move up and left until below a thin crack. Climb the crack to the roof. Move right on DOAN'S PILLS to the rappel station.





Tim Fisher, without the luxury of a rope, on STAB IN THE DARK, 5.11a. Photo: Bill Webster

39. BREAKING ROCKS IS HARD TO DO 5.9

Start in a very deep, flaring alcove. Hating life, thrash up the alcove until it becomes a crack. Follow cracks until they end. Traverse right to another crack. Follow it to the ledge below FINGER LOVE. Once past the alcove it's actually a nice climb.

40. STAB IN THE DARK 5.11a (5.8 R) *

Climb the vertical crack that splits the right edge of the right wall of the Amphitheater. Traverse straight left, around the corner to the base of the steep crack. Climb the crack to the arete. Climb up the arete, 5.8 R, to the ledge below FINGER LOVE.

41. A WALK IN THE LIGHT 5.10b (5.8 R)

Climb STAB..., but instead of moving left continue up to the poorly protected 5.8 R arete to the ledge below FINGER LOVE.

42. ALOOF ROOF 5.8

Climb the right side of the roof. Follow cracks to the ledge below FINGER LOVE.

43. SHIT HOOK 5.8+ *

Climb the clean flake to a steep face. Climb easy rock up until it's possible to traverse left to the ledge below FINGER LOVE. Most people rappel early from a sling cluster just above the crux.

SOUTH OF THE AMPHITHEATER

Several routes are located in the area between the descent gully and the Amphitheater.

44. BLUEBERRIES 5.7

45. SUPERSATURATION 5.9

46. THE POPEYE EFFECT 5.8

47. MY WIFE'S PAJAMAS 5.6

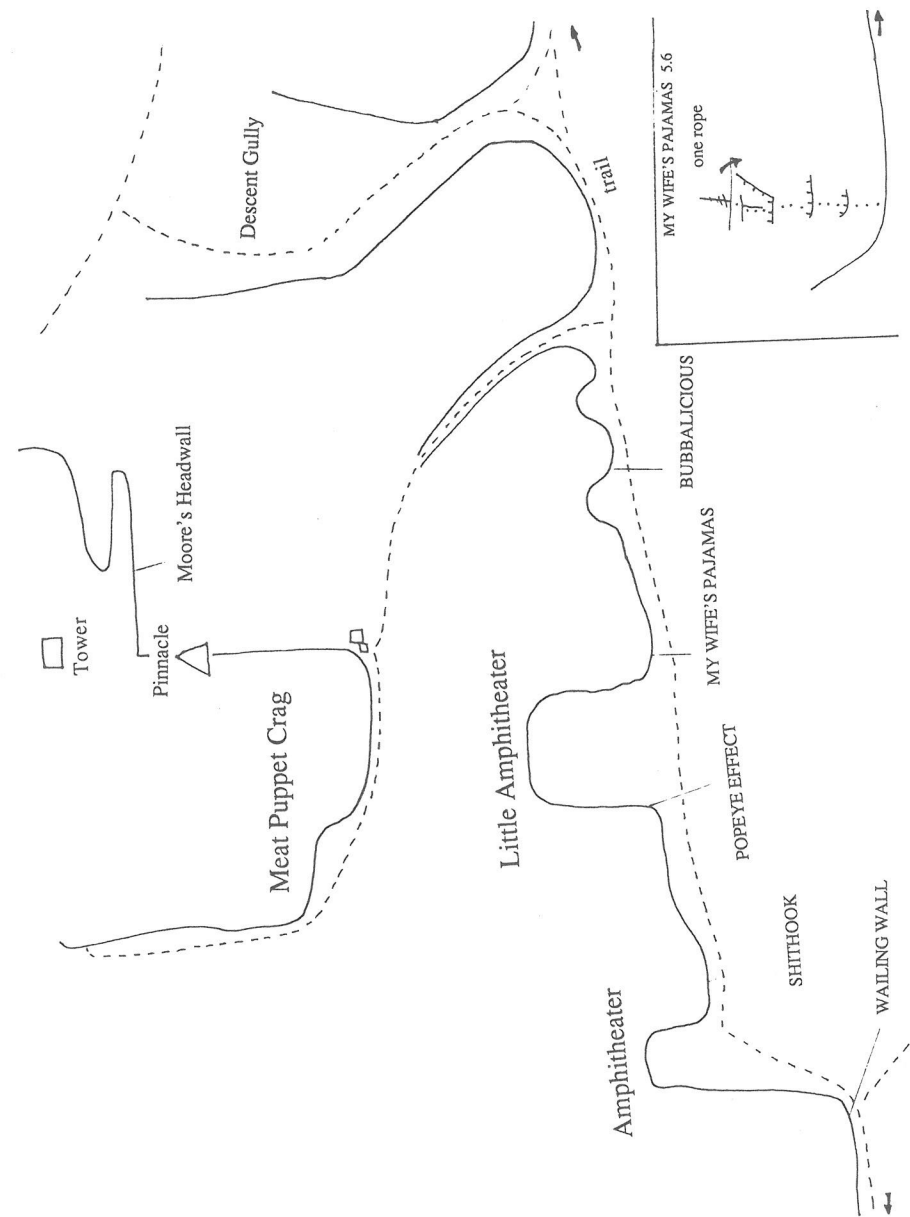
Located just right of the "Little Amphitheater" between SHITHOOK and BUBBALICOUS. Climb through three small overhangs to a tree. Rappel with a single rope.

48. BUBBALICOUS 5.11b R

This is a steep prow located at a high point in the trail, about 100 yds. right of the start of the Amphitheater.

MEAT PUPPET CRAG

This crag is located above the main cliff and below the stone tower. Reach the crag via the trail to the tower and then descend the gully below Moore's Headwall. Another option is to hike up the gully that lies just left of the main descent gully.



49. HOWLIN' YOWLIN 5.5

Climb through an overhang, then up the face past a right-facing corner to a tree.

50. UNDERCOVER LOVER 5.10

Follow a crack to the overhang. Climb through the overhang and up the face to a tree.

51. HEAD LIKE A HOLE 5.8

Locate an arch below the overhang. Climb the left crack above the arch to the overhang. Continue up the face to the top.

52. MEAT PUPPET 5.10

Climb the right crack above the arch to the overhang. Continue to the top.

53. BEELZEBUBBA 5.6

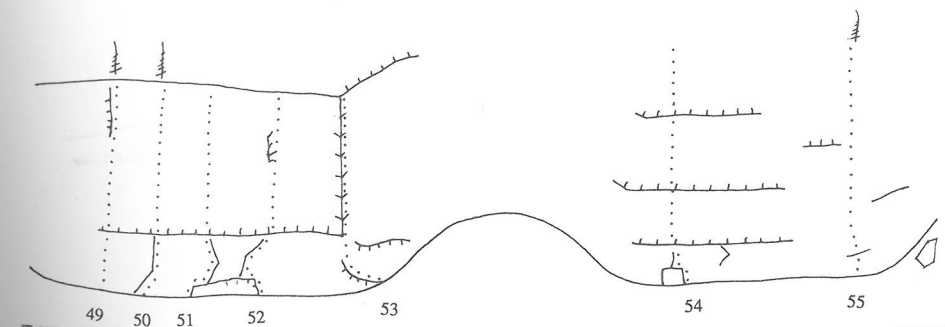
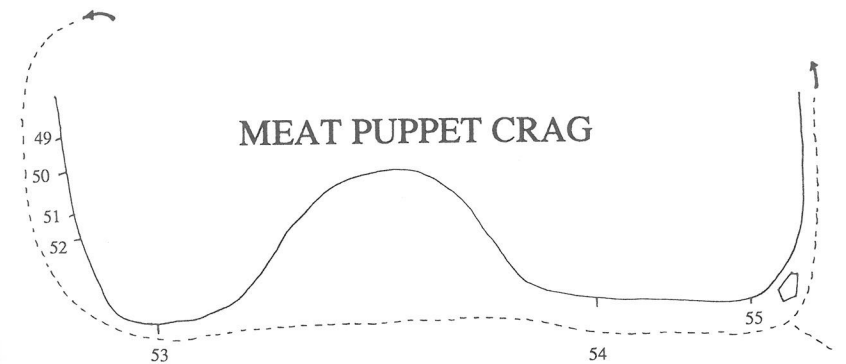
Climb the arete to the top.

54. MOONWALK 5.11

From a block, climb through three overhangs to the top.

55. NEW MOON 5.10

Start just left of the large block. Climb the face passing an overhang on its left side and then another on its right side. Continue to a tree.



Between the Amphitheater and the Central Wall is a wide descent gully with a trail that goes to the top of the cliff. The trail follows the top of the cliff and is easy to locate. If you cannot find the anchors on Sentinel Butress this is the way down.

THE CENTRAL WALL

The Central Wall has both solid rock with great lines and areas that are broken and low-angle. Most of the better lines are on the right side of the Central Wall.

56. RELAPSE 5.11

Locate this route on the inside of a wide chimney just right of the descent gully. Clip the bolt then continue up the steep crack to the top.

57. TURDSLINGER 5.6

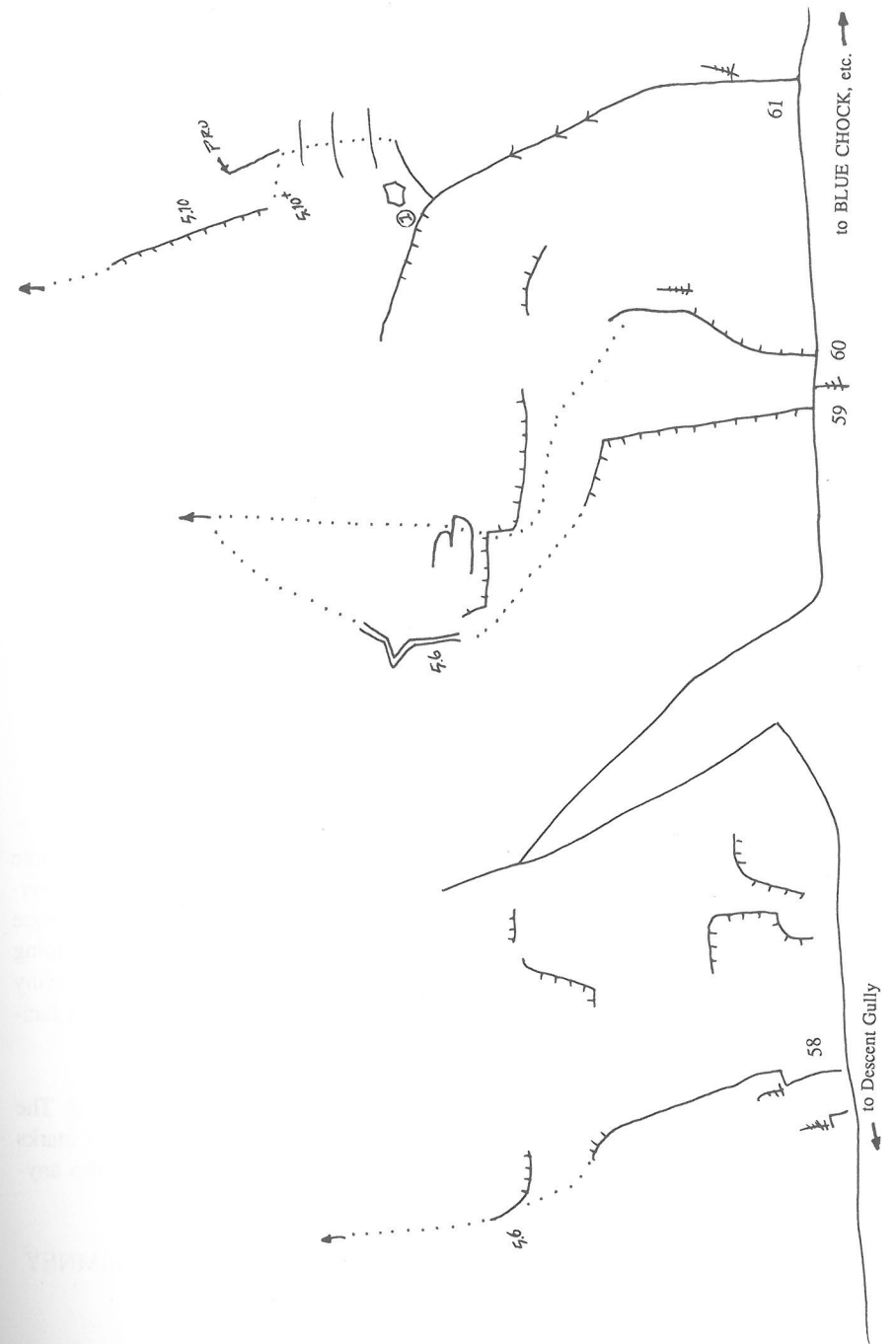
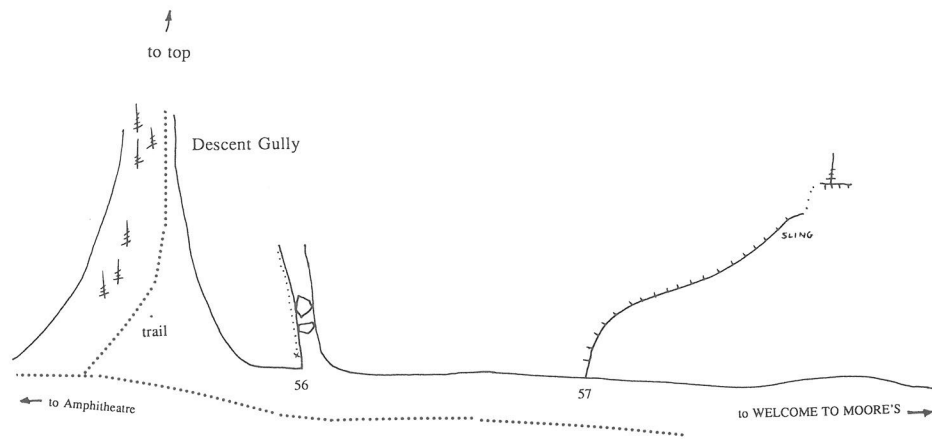
58. BLUE BALLS 5.6

59. SOUTHERN EXPOSURE 5.7

60. DOLPHIN HEAD 5.6

61. WELCOME TO MOORE'S 5.10d R *

A good pumpy route with one runout area. P1. Climb a moderate pitch to a ledge. P2. Climb up to a crack and traverse left (5.10) to another crack. Make sure your protection is bomber before the traverse and make an effort to ensure that your rope doesn't lift your protection out as you move up after the traverse. Double ropes are very useful.



62. EASY HARD 5.5**63. HEAD JAM 5.5**

On the left side of the BLUE CHOCK wall is a wide chimney with a prominent chockstone. Climb the chimney in at least 3 pitches.

64. PLASTIC CAT 5.12b R

Start on BLUE CHOCK until the end of the initial layback crack. Climb unprotected 5.9 up and left to a seam. Climb up and left past a pin to a bolt. Continue up through the roofs.

65. BLUE CHOCK 5.10b *

Start at a left-facing flake which curves up and left. P1. Climb the obvious flake to a stance. P2. Continue straight up the crack to a stance below a headwall (5.10). Make a 5.8 traverse about 15 ft. right, then move straight up the bulge (small RPs are useful here). Move up and right to the obvious left-facing corner. Climb the corner to the roof. Make an awkward move out and right to the top. Double ropes are recommended. It's possible to do as one pitch, but expect rope drag.

66. TOO MUCH FUN 5.9 *

P1. Climb the first 20 ft. of BLUE CHOCK. Traverse right to a shallow corner. Climb up past a bolt then up and right. P2. Either climb straight up and a little right (easy) or up and left to finish on BLUE CHOCK (5.9). An unprotected and awkward 5.8 X direct start is possible.

67. WASHBOARD 5.6 *

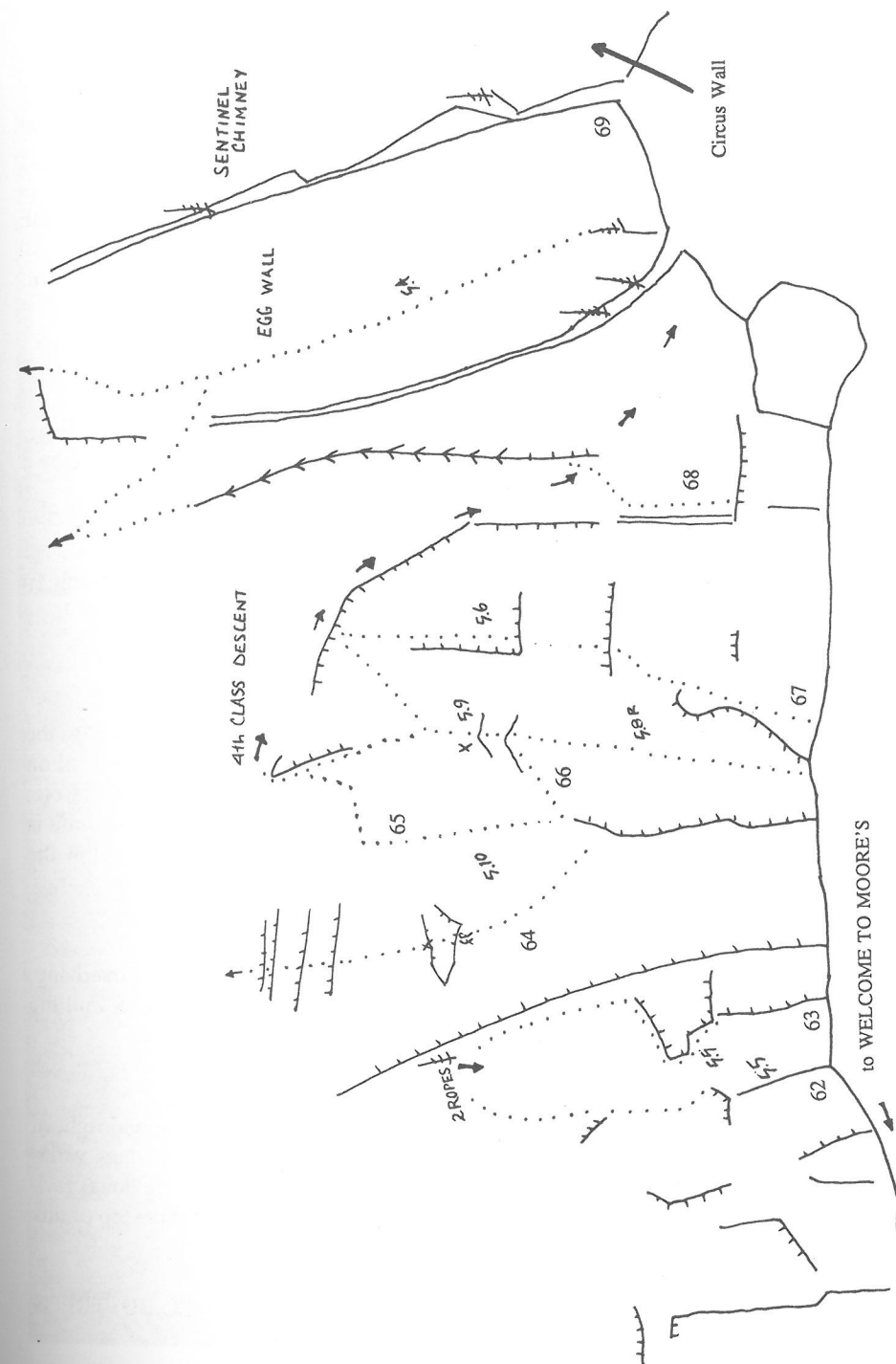
Climb the clean steep face just left of the overhanging boulder.

68. HOPSCOTCH 5.3 *

An easy route that can be split into many pitches. The most popular way to do this route is to start just from the top of a large block just off the trail. Climb just right of the overhang and then up through easy rock. Beware of loose rock. A good line for the novice due to the ease of climbing. However, the climb can also be hazardous for the beginning leader since a fall on this route is likely to result in the leader hitting one of the many large ledges. This route has been the scene of at least one fatality and several major incidents.

An exposed 4th class downclimb is located on the broken wall above routes #65-68. The descent angles down and right and ends at the bottom of the large chimney that marks the left side of the Egg Wall. This descent is efficient, however an unroped slip anywhere on the descent would likely result in the death of the climber.

The Egg Wall is the low angle, broken area just left of the SENTINEL CHIMNEY. Several easy, uninspiring, and seldom-done routes ascend this wall.



69. SENTINEL CHIMNEY 5.4

Climb the obvious chimney in 3 or more pitches.

SENTINEL BUTTRESS

The Sentinel Buttress is the prominent nose of rock located near the right side of Moore's Wall. Routes on Sentinel Buttress are the longest at Moore's, some requiring 3 pitches. The left side of the Sentinel Buttress is known as the Circus Wall. This face is a steep to overhanging wall with many classic lines. To approach BIMBO'S BULGE and ZOO VIEW it's necessary to climb the first pitch of SENTINEL BUTTRESS. All other routes are approached by easy climbing up the prominent SENTINEL CHIMNEY.

The following four routes are located on the Circus Wall.

70. AIR SHOW 5.8 *

Climb the Sentinel Chimney to the second live tree. Follow the crack to an overhang. Pull the overhang and continue up a juggy but overhanging face to a corner capped by a roof. Climb left over the roof to easy ground and the top.

71. BREAK ON THROUGH 5.10a *

Climb the Sentinel Chimney to the first live tree. From the Sentinel Chimney climb 10 feet right to a crack. Climb the crack and face to the large overhang. Pull the overhang and move up and past a second overhang. Continue up easy rock to the top.

72. ZOO VIEW 5.7+ *

From the left side of the Crow's Nest, move up and left past a bolt. Traverse left to the base of a crack. Follow the crack to a large roof. Climb out right over the large roof on incredible jugs and continue to the top. Several variations are possible (see photo). Note: This route is a super classic, however it is not recommended for someone whose limit is 5.7. Double ropes are recommended. Persons using single ropes should belay below the large roof or be prepared for a great deal of rope drag.

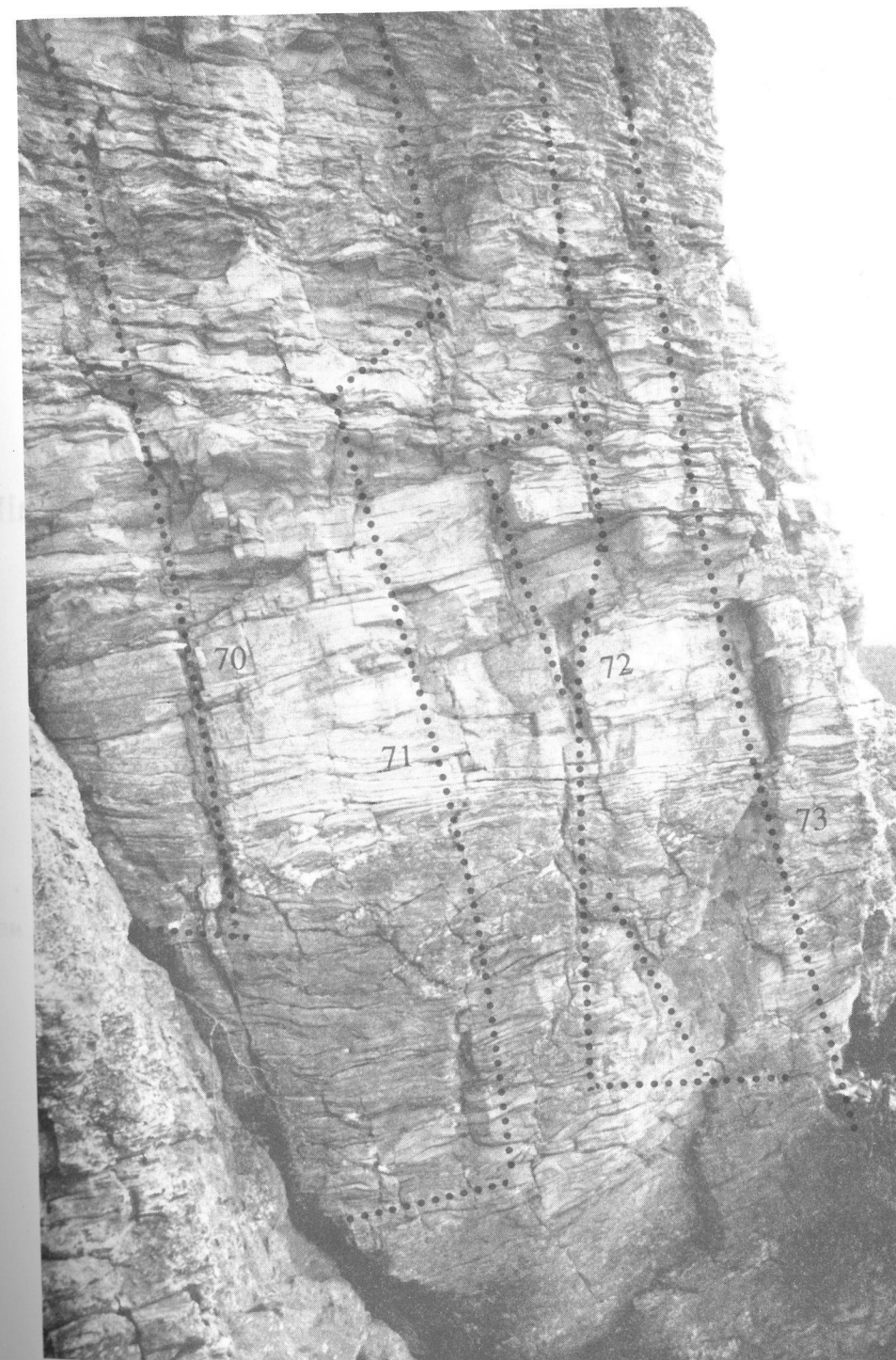
73. BIMBO'S BULGE 5.10d *

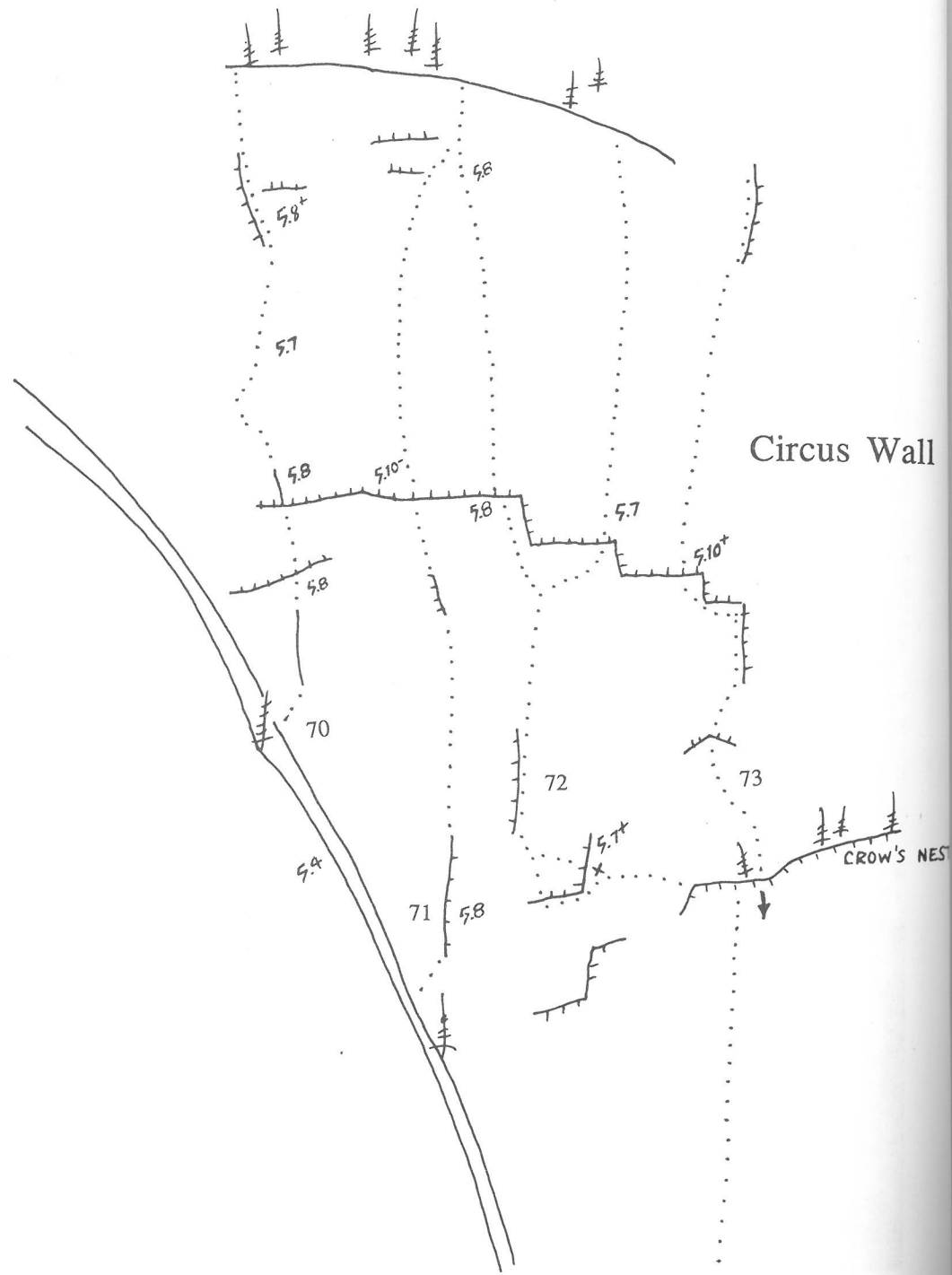
From the left side of the Crow's Nest, climb the steep face to a triangular overhang. Move left or up past the roof to an easy face. Climb the face to the large roof. Pull the roof, at an incipient crack, to an easy face. Continue to the top.

74. SENTINEL BUTTRESS 5.5 *

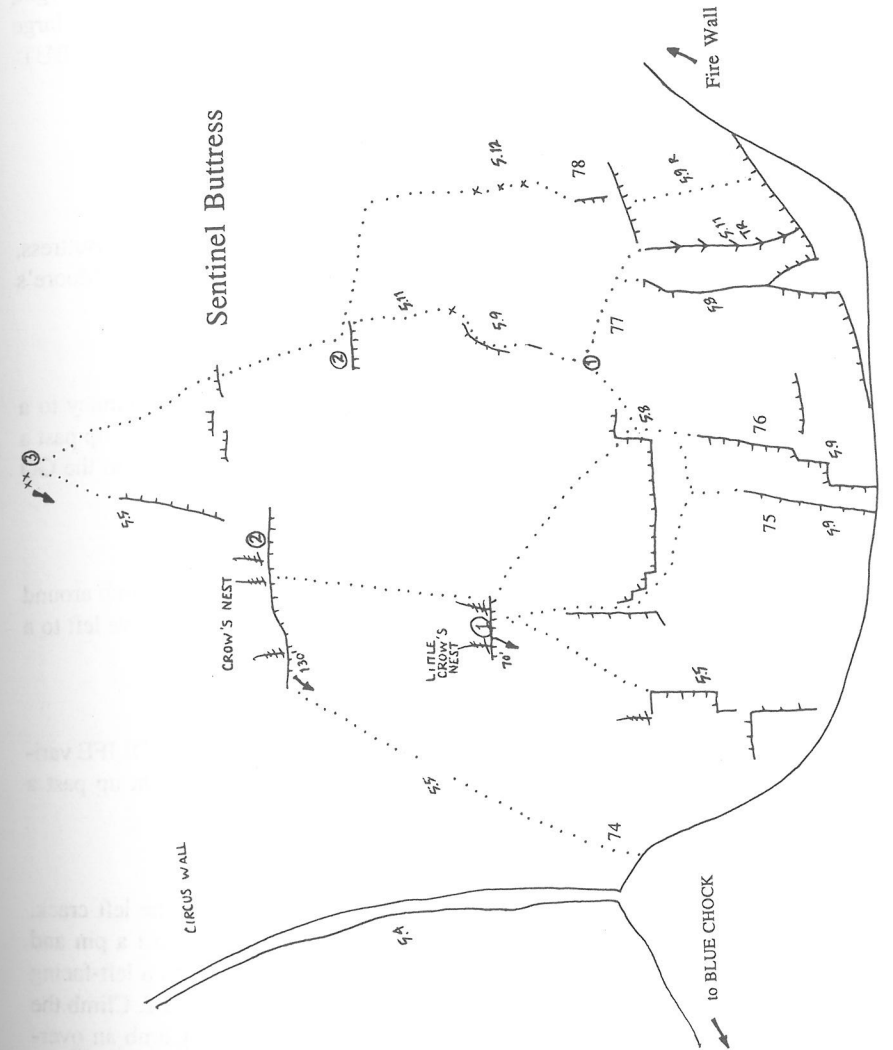
One of the most popular routes at Moore's Wall. P1. Climb the wall below and right of the SENTINEL CHIMNEY to the large ledge known as the Crow's Nest. Many variations are possible. P2. From the right side of the Crow's Nest, climb the obvious crack system up and to the top. The Sentinel Buttress rappel anchor is located at the top of this route.

Several moderate routes and variations are possible between SENTINEL BUTTRESS and GREAT ESCAPE.





Circus Wall



Sentinel Butress

CIRCUS WALL

to BLUE CHOCK

Fire Wall

75. GREAT ESCAPE 5.9

The line just left of SUPER DIRECT.

76. SUPER DIRECT 5.9 *

P1. Start below the obvious roof at the low point of the Buttress. Climb the crack to the roof. Move up and right following a crack system to a second large roof. Move right, past the second roof to a stance. Step left and then traverse left to a stance at a large chimney. P2. Climb the chimney to the Crow's Nest. P3. Finish on SENTINEL BUTTRESS.

FIRE WALL

The Fire Wall is the steep orange colored wall on the right side of the Sentinel Buttress, and left of the Hanging Garden. This is one of the most impressive areas at Moore's Wall.

77. EDGE OF FIRE 5.11b R *

Begin at a flaring chimney just right of SUPER DIRECT. P1. Climb the chimney to a series of ledges. P2. Climb a bulge to the base of a steep ramp. Move up the ramp past a home-made bolt. Move up and left to the obvious crack. Climb easy ground to the GO DOG GO ledge.

78. GO DOG GO 5.12a *

Start on a slanting ledge below and left of the start of WILD KINGDOM. Climb around the left side of the roof and up past 4 bolts. At the base of the white wall, move left to a ledge. Easy climbing leads to the top.

79. UNDERDOG 5.12b

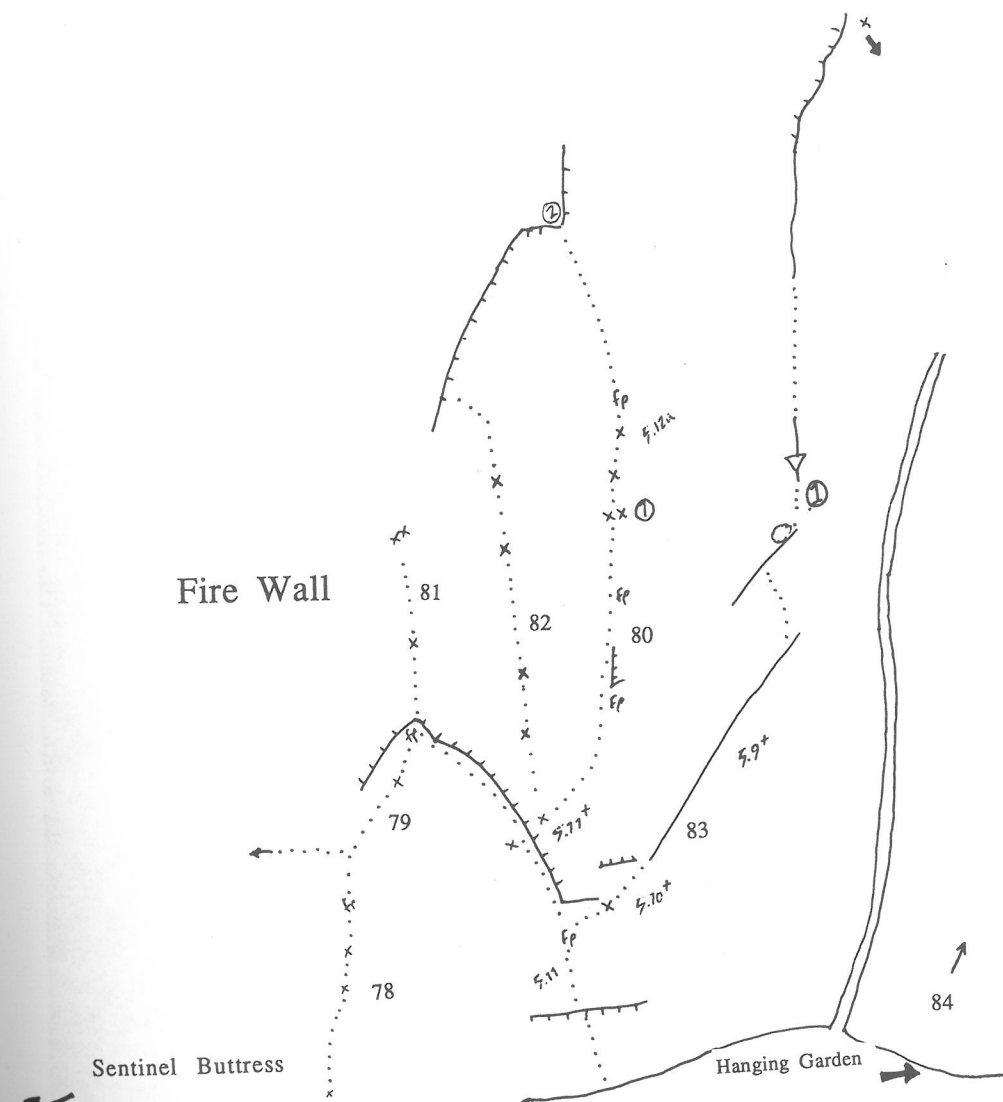
A direct finish to GO DOG GO. Climb the white wall past a bolt to the WILDLIFE variation of WILD KINGDOM. Pull the WILDLIFE roof and continue straight up past a bolt to a belay station.

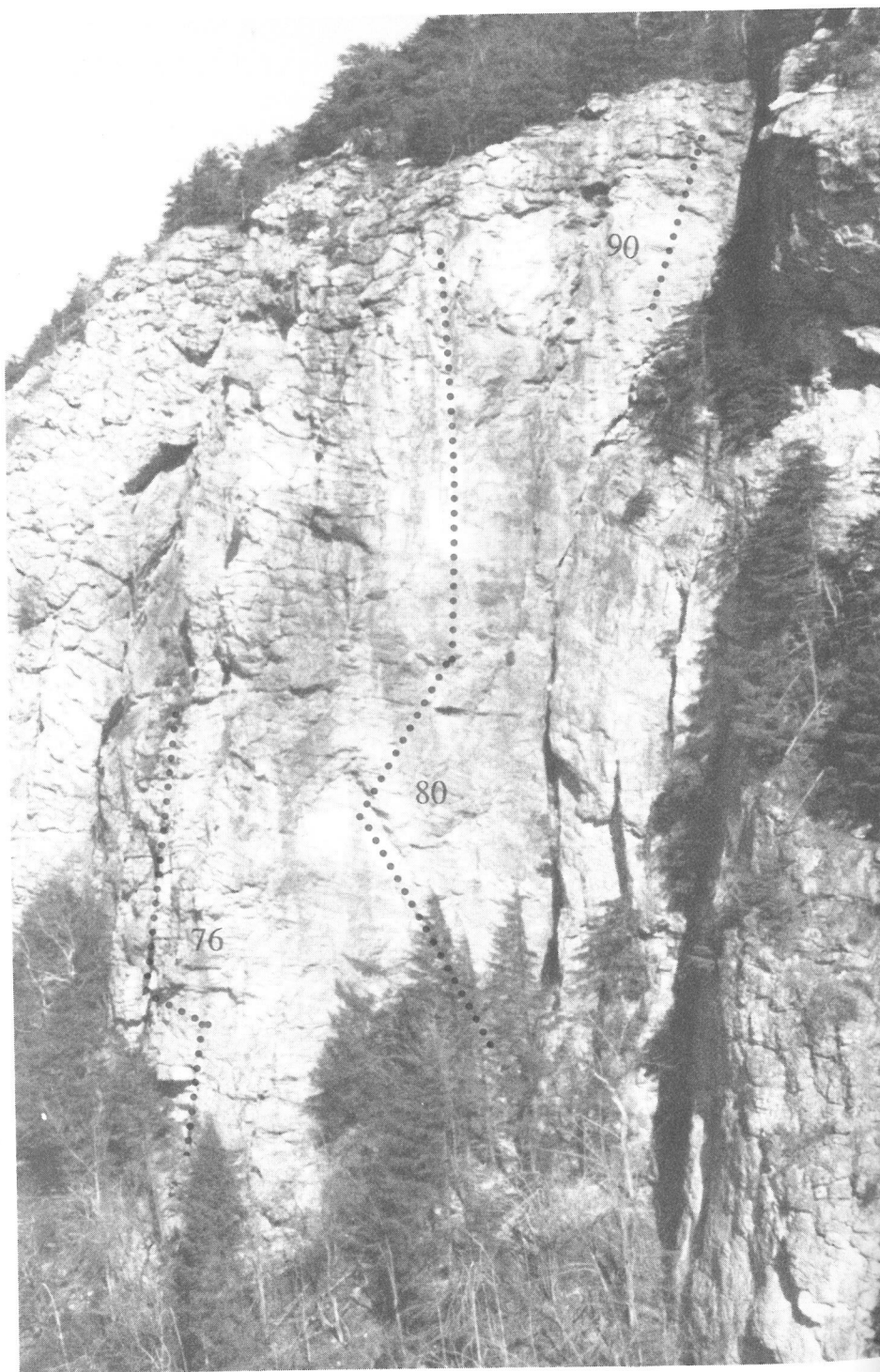
80. WILD KINGDOM 5.12a R *

P1. Climb the thin crack that leads to a diverging crack system. Follow the left crack. Move up and left following the left-facing dihedral/roof system. Move past a pin and bolt to a stance below a large roof. Move up past a bolt, then head right to a left-facing ramp. Move up to a bolt belay at the base of the large orange "billboard". P2. Climb the thin crack above the belay. Move past 2 bolts to the end of the crack. Climb an overhanging crack to the right. Continue past moderate but unprotected face to a roof. Move over the roof to the top. Easier variations exit from the top of the "billboard" crack. Double ropes are recommended.

81. WILDLIFE 5.12b

This is a variation of WILD KINGDOM. Climb the left-facing dihedral past the roof of WILD KINGDOM. Climb to the end of the crack to the double roof. Make an unprotected traverse left to easy ground, or continue on UNDERDOG.



**82. P.O.V. 5.12c**

This is another variation of WILD KINGDOM. At the roof move straight up the overhanging face past 4 bolts to easy ground.

83. RIDERS ON THE STORM 5.11a

Use the same start as WILD KINGDOM. P1. Climb the thin crack that leads to the diverging crack systems. Move into the right hand crack system, past a bolt. Move right past the roof and up the face to the base of the crack. P2. Climb the crack to its end. Make an easy traverse to the right to a ledge below CATNIP.

84. STAIRCASE 5.6 R

This route starts just right of the Fire Wall. This was once a popular route, but numerous accidents due to poor protection have reduced its appeal in recent years. P1. 5.6. Climb a shallow groove to a face. Continue up the face to a ledge. P2. Climb the face to a ledge at the base of the obvious crack. P3. Continue up the groove to the top.

85. MIDLIFE CRISES 5.10d

This is a mixed route that lies just left of a small arch below the rappel tree on the Hanging Garden ledge. Climb past four bolts and 2 pins to the Hanging Garden rappel tree. Take a light rack.

86. SANDBOX 5.9 R

Not Recommended. Start right of the Fire Wall beneath a rusty bolt. Loose, disgusting, poorly protected. The bolt is bad. The route ends under the Zeus Wall.

HANGING GARDEN AREA

These routes are best approached by walking right for about 100 yds. past the Fire Wall, until beneath an orange wall capped by a very large rectangular roof (FIRST IN FLIGHT climbs this roof). If you pass a large block with an orange and white face you've gone a little too far. Hike up to the base of the rock. A vegetated 4th class gully leads up and left to the Hanging Garden and the overhanging Zeus Wall. You will enter the Hanging Garden area between FIRST IN FLIGHT and POOH CORNER.

The first three routes are reached from the bottom of the approach gully.

87. HODADICAL MASTER 5.11

From the base of the gully climb a white wall with 4 bolts to a 2 bolt anchor. Another bolt can be found above the overhang. The crux is on the wall above the roof. Most parties climb past the first 4 bolts and rappel.

88. WHIPPING POST 5.10

From the last ledge before the start of the gully is a steep wall with two bolts. Climb the wall and the ground above to an anchor below the FIRST IN FLIGHT roof.

89. DOUBLE OUGHT 5.8

This is located a little further up the approach to the Hanging Garden.

90. WILD EYED SOUTHERN BOYS 5.12c

Start at the extreme left side of the Hanging Garden Ledge. Climb past a fixed pin and head up and right past a line of bolts. A 5.11d top rope problem, RED TIDE, can be rigged from the anchors. Climb the left side of the CATNIP wall.

91. CATNIP 5.11d

Climb on a slightly overhanging orange face about 100 feet left of Zeus. Climb past 7 bolts. A 5.11b variation goes right at the 3rd bolt.

92. ZEUS 5.13b *

Start down and to the right of the large block. Climb past 6 bolts and a pin.

93. HERCULES (project) *

An ongoing 7 bolt project that may be in the 5.14 range.

94. PYGMALION 5.12d

Just left of STARS AND BARS, climb past 5 bolts to the top.

95. STARS AND BARS 5.12b

Start just left of POOH'S CORNER in a short left-facing dihedral. Climb past a pin and 3 bolts to the top.

96. POOH'S CORNER 5.11b *

Start behind 2 Hemlock trees at the right side of Zeus Wall. Climb the overhanging corner to a ledge. Continue up and left through a roof to a ledge. Rappel from bolts to the left.

The next three routes are located inside the deep but narrow cleft, right of the ZEUS wall. The routes are located on the left wall of the cleft. Rappel from the tree or down climb the opposite wall.

97. SUNSPOT 5.8

Climb the flake and face just left of BLACK'S ROUTE.

98. BLACK'S ROUTE 5.11d

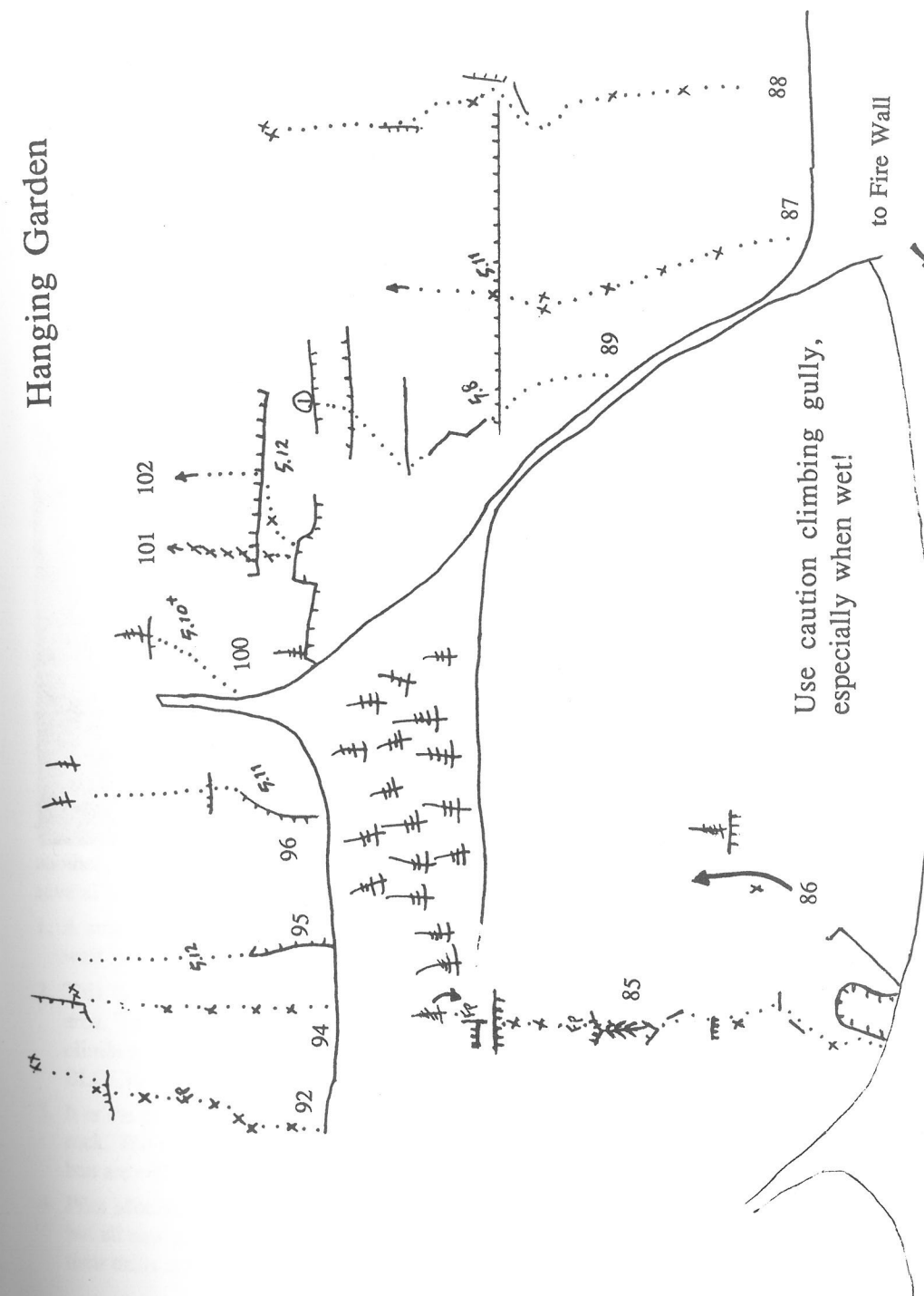
Climb the flake then step right to a line of bolts.

99. SOLAR FLARE 5.10a

Climb the flake to a ledge. From the ledge climb up and right of the BLACK'S ROUTE to the tree.

100. VODOO CHILE 5.10d R

Located just right of the narrow cleft.

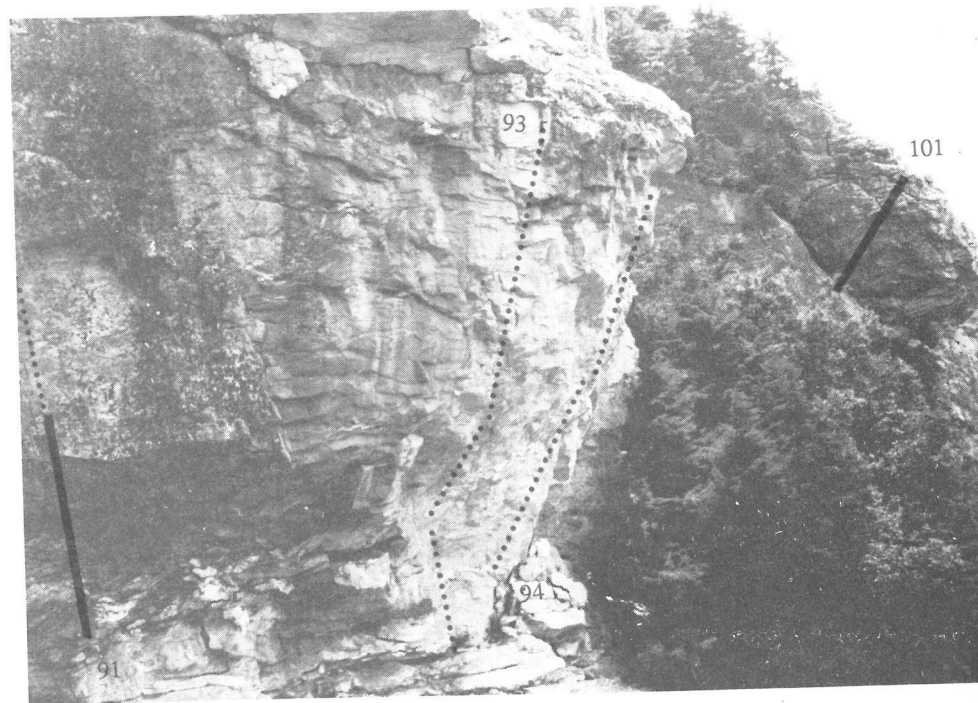


101. SUPERCRIMP 5.13c/d

Use the same start as FIRST IN FLIGHT. Climb straight up the severely overhanging wall past 5 bolts. No anchor.

102. FIRST IN FLIGHT 5.12a

This assaults the huge 40 ft. roof right of the main Hanging Wall face. Climb past a rusty bolt at the bottom left of the cliff and continue up and right, past a pin to the top.



PILOT MOUNTAIN

Special thanks to John Srvich for his work on the Pilot Mountain topos.

In late November, when the first cold weather hits North Carolina, the locals seek out sunny, south-facing crags that remain warm and comfortable throughout the winter months. From September through May many piedmont climbers head for Pilot Mountain, a sun drenched cliff located only a few miles from Moore's Wall. Pilot is a small but user friendly cliff that averages only 60 ft. in height. The entire length of the wall can be walked in about 15-20 minutes.

The centerpiece of Pilot Mountain State Park is a circular rock pinnacle that can be seen for over 20 miles in all directions. The prominent pinnacle, however, is off limits to climbers. Pilot Mountain State Park exists for many different purposes, including natural resource preservation. The main pinnacle is home to several rare plants and is occasionally a nesting site of the rare Northern Raven (*Corvus corax*).

The right side of the lower cliffs, from their eastern terminus to the area below the parking area is open to climbing, but Park staff ask that extreme care be taken to avoid trampling plant life at the top of the cliffs.

Pilot Mountain is comprised of a quartzite that resembles that of Moore's Wall, but without the consistent quality of that area. Although many routes are on excellent rock, please note that much of the rock at Pilot Mountain is of questionable quality. Belayers should position themselves with the danger of falling rock in mind. The established routes have less loose rock each year.

ACCESS ISSUES

The climbing community and the Park authorities have been on good terms with one another. However, for this working relationship to continue it is important to remember several common sense rules:

1. A small section of the lower cliff is off limits. Everything from the parking lot and west is open. Everything east of the parking lot is closed.
2. This is the only State Park with a major hiking trail directly beneath the climbing area. Treat non-climbers with respect and refrain from antics which may lead non-climbers to conclude that we're crazy or dangerous. **DO NOT COMPLETELY BLOCK THE HIKING TRAIL WITH ROPES, PACKS, ETC.**
3. It is the only State Park which has closed climbing on the best and most spectacular rock. The reasons for the closure make sense. Climbers violating the Knob climbing ban are endangering the remaining resource for everyone. Stay off the main pinnacle!
4. Pilot Mountain has always been a top rope area. A few bolted routes have been done, but all new anchors are strictly forbidden. We urge all climbers visiting Pilot to leave their drills at home.

5. Access to the cliffs is limited to the established hiking trail and the Three Bears Gully. Use of the other gullies is forbidden due to excessive erosion.
6. All climbers must register. The registration station is located at the southwest corner of the parking lot.
7. When rigging topropes be very careful to avoid disturbing ground vegetation. Do not climb over the fences to access toprope stations.

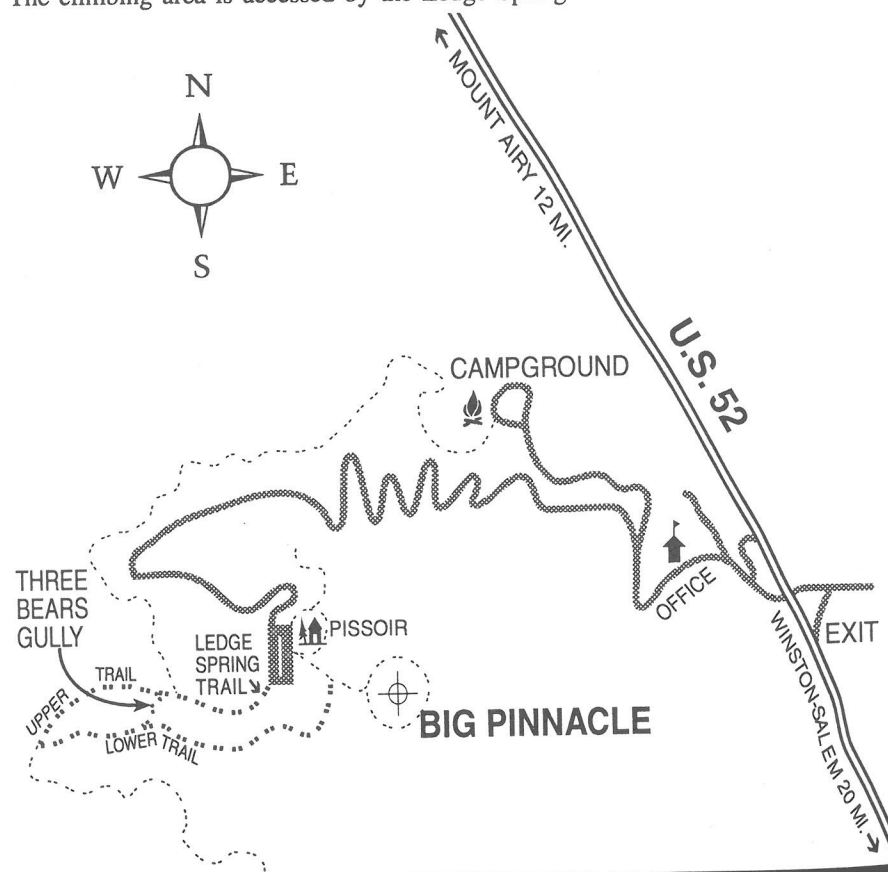
LOCATION

If you're within 20 miles of Pilot Mountain you can't miss seeing the main pinnacle which sits high atop a large gumdrop shaped hill in the middle of the gently rolling piedmont. The mountain lies immediately adjacent to highway 52, just 20 miles north of the city of Winston-Salem. Simply follow highway 52 and take the exit for Pilot Mountain State Park. Drive the steep winding road to the parking lot at the top of the mountain.

APPROACH

Please note that the Pilot Mountain State Park superintendent has asked that climbers not access the cliff via any gully other than the Three Bears Gully described below!

The climbing area is accessed by the Ledge Springs Trail and the Three Bears Gully.



The trail is a loop which parallels the top and bottom of the cliff over its entire length. From the parking lot, the main pinnacle can be seen to the east. The climbing area is located to the south and west. From the southwest corner of the parking lot follow the Ledge Springs Trail down a small dirt road. After a short distance the Ledge Springs Trail heads left from the road and parallels the top of the cliff.

Access the climbing area by taking the Three Bears Gully. Hike about 5 minutes to a small obscure side trail which branches off to the left. The side trail is directly above an area with large rocks on the left side of the trail. The gully will not be easy to find on your first trip to Pilot, so ask for assistance if new to the area. At the bottom of the gully you will see the steep wall with the climb **ANY MAJOR DUDE**.

If you have difficulty finding the Three Bears gully you have two other choices. Either hike the trail all the way to the 8-BALL area or rappel to the base of the cliff. If you rappel make sure your ropes are long enough and take care that you don't dislodge rocks on climbers or hikers below.

CAMPING

You can camp at **Pilot Mountain State Park**, however the same rules apply here as at all state parks. Campsites can be occupied on a first-come first-served basis. Be aware that you will be locked inside the campground for the evening. Camp sites are \$7.00 per site per night. Sites have a four person limit.

WEATHER

This south-facing cliff has good late fall, winter, and early spring climbing. As long as the sun is shining, it is possible to climb on the sheltered cliff even on relatively cold days. Don't panic if the parking lot feels frigid and windy. High winds are seldom found below the level of the parking area. Climbing conditions often dramatically improve as soon as you descend to the base of the cliff.

EMERGENCY AND RESCUE SERVICES

See Moore's Wall.

NATURE OF PILOT MOUNTAIN ROCK CLIMBS

Many of the tradition routes at Pilot are located in areas where the quality of the rock is inconsistent. As a result top roping is the norm at Pilot Mountain. This situation is slowly improving as the more popular established routes become cleaner each year.

The bolted climbing at Pilot is of generally high quality and reasonably safe. A light rack may be necessary on some bolted routes.

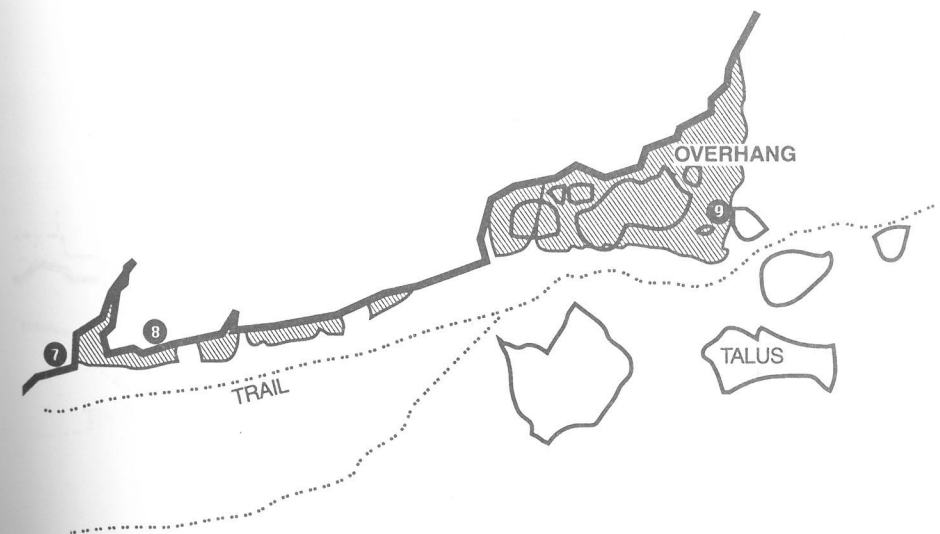
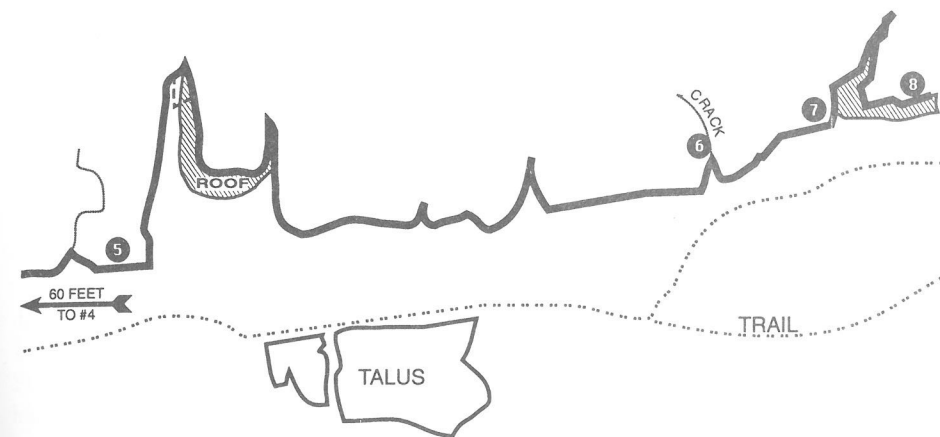
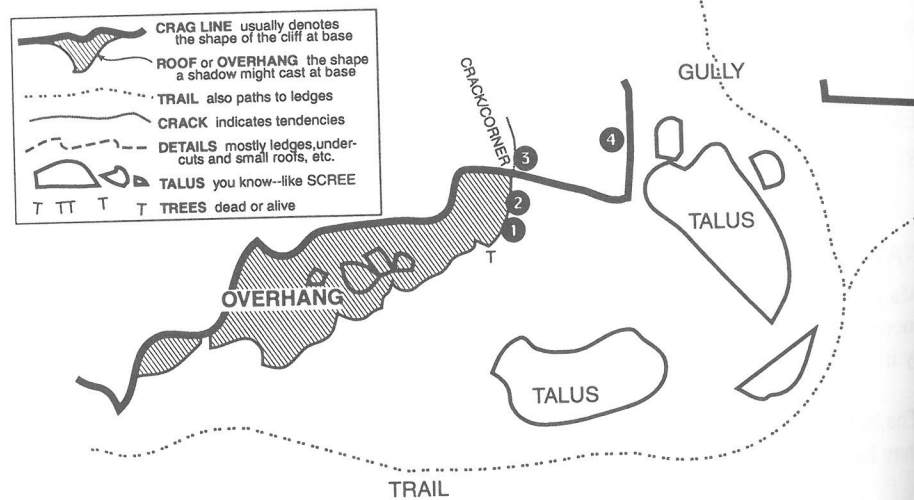
Most climbs at Pilot can be top-roped with a single 165 ft. rope. To rig anchors at Pilot it's best to have a standard lead rack, a spare rope, lots of slings, and a carpet to pad your rope and/or anchor.

The following four routes start left (west) of a gully.

1. **10-BALL 5.10**
The westernmost route. Climb horizontal cracks through the sloping overhang, 10 ft. left of the obvious 8-BALL corner.
2. **9-BALL 5.9**
The overhanging route 5 ft. left of 8-BALL.
3. **8-BALL 5.8**
Overhanging corner.
4. **SNOOKER 5.9**
A short face with pockets located around the corner from BALL area.

The following five routes are located on the orange and white wall at the far western end of the lower cliffs.

5. **SCARFACE 5.6**
This route is located 60 ft. right of the large gully, just left of another gully with a blocky overhang.
6. **BODY SURFIN' 5.7+ ***
Located just left of the WAVE. Begin at a right-facing corner. Climb easy, knobby, orange colored rock to a crack in the roof.



7. THE WAVE 5.11a *

Gear and bolts. Climb the face just left of the large chimney/crack. The wall is smooth with Michelin Man features.

8. HAWAII FIVE-O 5.11a *

Start at a small roof just right of a large chimney/crack. Steep awkward climbing leads to a crack in the roof.

9. WALKING ON THE BEACH 5.9

An overhanging start leads to a thin face.

A 3-4 minute walk past low, scruffy rock leads to the next section of good rock.

10. COWBOYS & HEROES 5.9

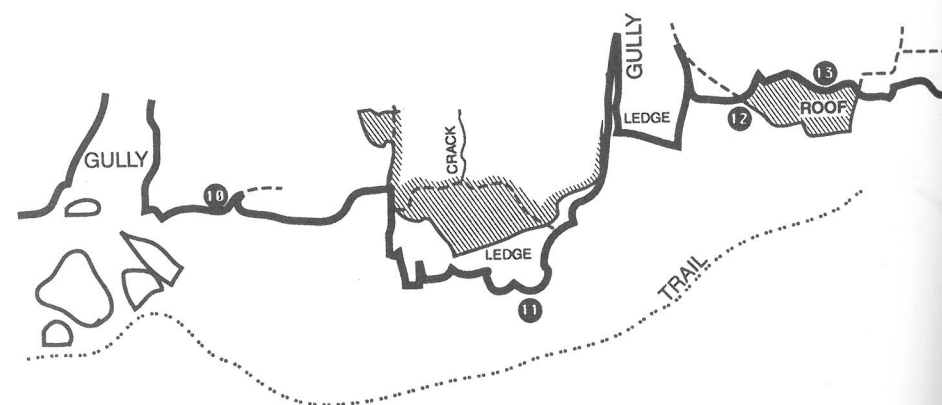
Climb the narrow, clean face 20 ft. right of the gully. Climb easily to a large horizontal crack then up the thin face.

11. I GOTTA WEAR SHADES 5.9+

This climb has gullies on both sides. Climb a small arete and right-facing corner to overhangs. Move right and up.

12. FOREIGN TRADE ZONE 5.10d *

Gear and bolts. Begin 20 ft. right of a gully. Climb the left side of the large arete, past a bolt, to a "V" corner just above a horizontal crack and small roof. Climb past two bolts to chain anchors.

**13. BAT OUT OF HELL 5.11b ***

Bolts and a pin. Climb the right side of the large arete to a larger "V" just above the prominent horizontal crack. Climb past bolts to chain anchors. Safer to lead than toprope because of the danger of hitting the tree.

14. PSYCHOTIC REACTION 5.10

Climb the overhanging arete to a lichen covered wall.

The following four routes are located in an area with copper-colored rock capped by large overhangs.

15. DURACELL 5.8

Climb a copper-colored face with small finger pockets to the left side of an enormous roof which is about 50 feet off the ground. Use gear for the anchor.

16. OSCAR MEYER 5.10

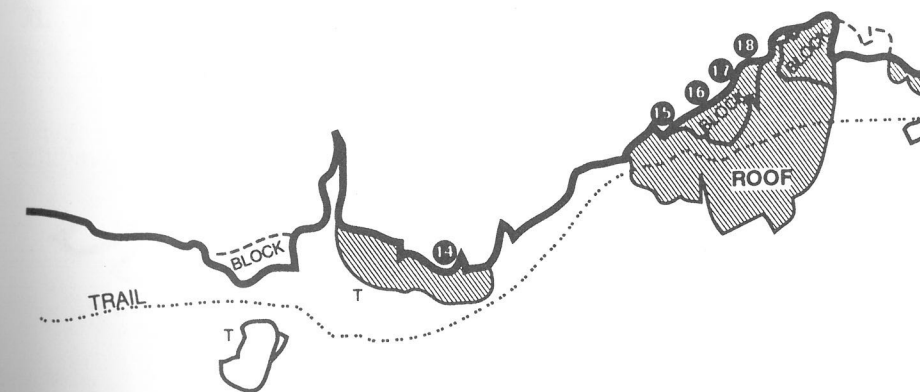
Start below the left side of the huge roof. Stem to buckets and climb through the overhangs.

17. COPPERTOP ?

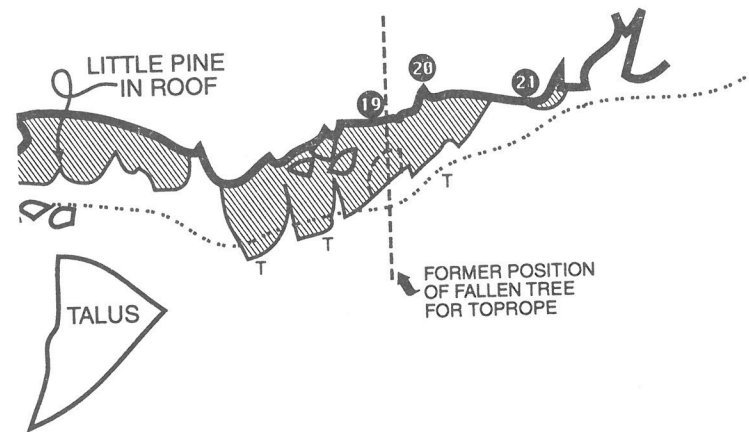
Climb the face and roofs between OSCAR MEYER and CLIMAX.

18. CLIMAX 5.12

Small holds lead to a roof crack. If you toprope be aware that you may swing into the tree.

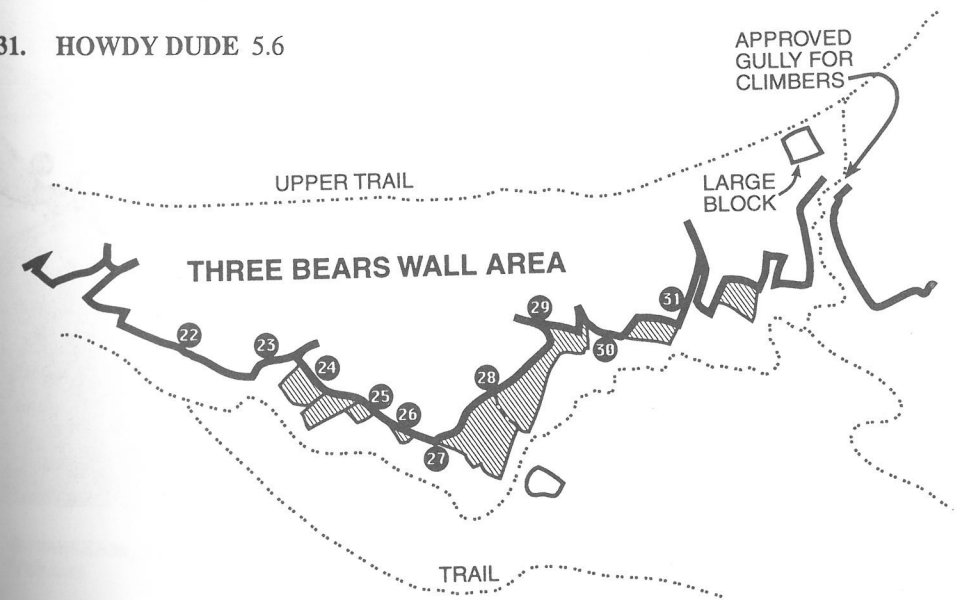


- 19. **WET SPOT** 5.10d
Climb up to a roof 15 ft. right of a pair of jutting roofs that touch trees.
- 20. **MR. SOFTEE** 5.10
Climb the face to a roof crack which is 10 ft. off of the ground.
- 21. **NUTS AND BOLTS** 5.11b/c
Climb through the far right side of the roof and up a white face.
- 22. **CREATIVE GERMS** 5.6
Climb the easy face right of the pine tree and to the left of the 3 Bears area.
- 23. **GOLDILOX** 5.6
This is the short face just left of the LEFT BEAR.

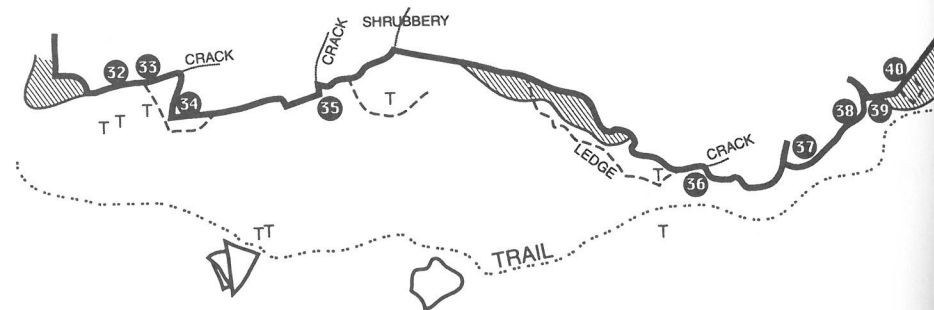


The 3 Bears area is probably the most popular top rope area at Pilot Mountain. Three good routes are located only a few feet apart. Just around the corner to the right of the Bears is one of Pilot's better 5.11 top rope problems ANY MAJOR DUDE and the only descent gully authorized for climber access by State Park officials.

- 24. **LEFT BEAR a.k.a. PAPA BEAR** 5.10c *
Climb 5.7 cracks to the 5.10 roof.
- 25. **MIDDLE BEAR a.k.a. MOMMA BEAR** 5.10d *
Climb the middle crack then step left to an awkward roof.
- 26. **RIGHT BEAR a.k.a. BABY BEAR** 5.11a *
Follow the right crack and thin face holds to steeper but easier rock.
- 27. **GENTLE BEN** 5.10a *
Climb the left side of the arete, cross over to the right side, and step back left to move up the face.
- 28. **ANY MAJOR DUDE** 5.11d *
Just around the corner from the 3 Bears wall is a steep face with old pins. Climb the wall to a horizontal crack. Climb the left crack. A right variation ANY MINOR DUDE is also possible. Topropes for MINOR DUDES should be set up further right.
- 29. **HONEY POT** 5.5
Move up the grungy chimney/crack.
- 30. **EVERY MAJOR DUDETTE** 5.5
Climb the short face just right of the dirty crack.
- 31. **HOWDY DUDE** 5.6

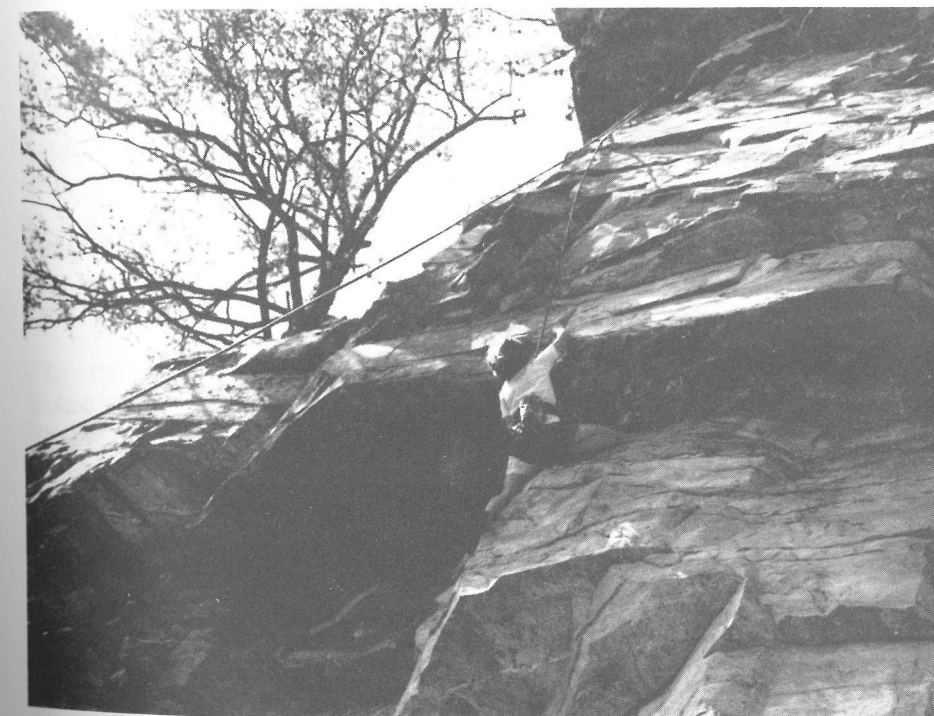


- 32. KISS MY ASS 5.8**
Climb the face to the right of a small arete and left of an obvious left-facing corner. Several variations of up to 5.10 are possible.
- 33. DIRTY, ROTTEN SCOUNDREL 5.7**
Climb the left-facing corner.
- 34. PLACE YOUR BET 5.6**
Climb the short arete or face just right of the corner to the top.
- 35. GRANDPA'S BELAY 5.7**
Climb the crack 10 ft. right of the corner.
- 36. PEE BREAK 5.6**
Climb the low angle face and crack left and around the corner from BUZZARD'S BREATH.
- 37. BUZZARD'S BREATH 5.7**
Climb the face which lies between two large vegetated cracks.
- 38. I'M FLYIN' 5.7**
Climb immediately right of BUZZARD'S BREATH.
- 39. TOO OLD TO ROCK & ROLL 5.10**
Climb to the right side of a vegetated crack and left of SURREY COUNTY ETHICS.

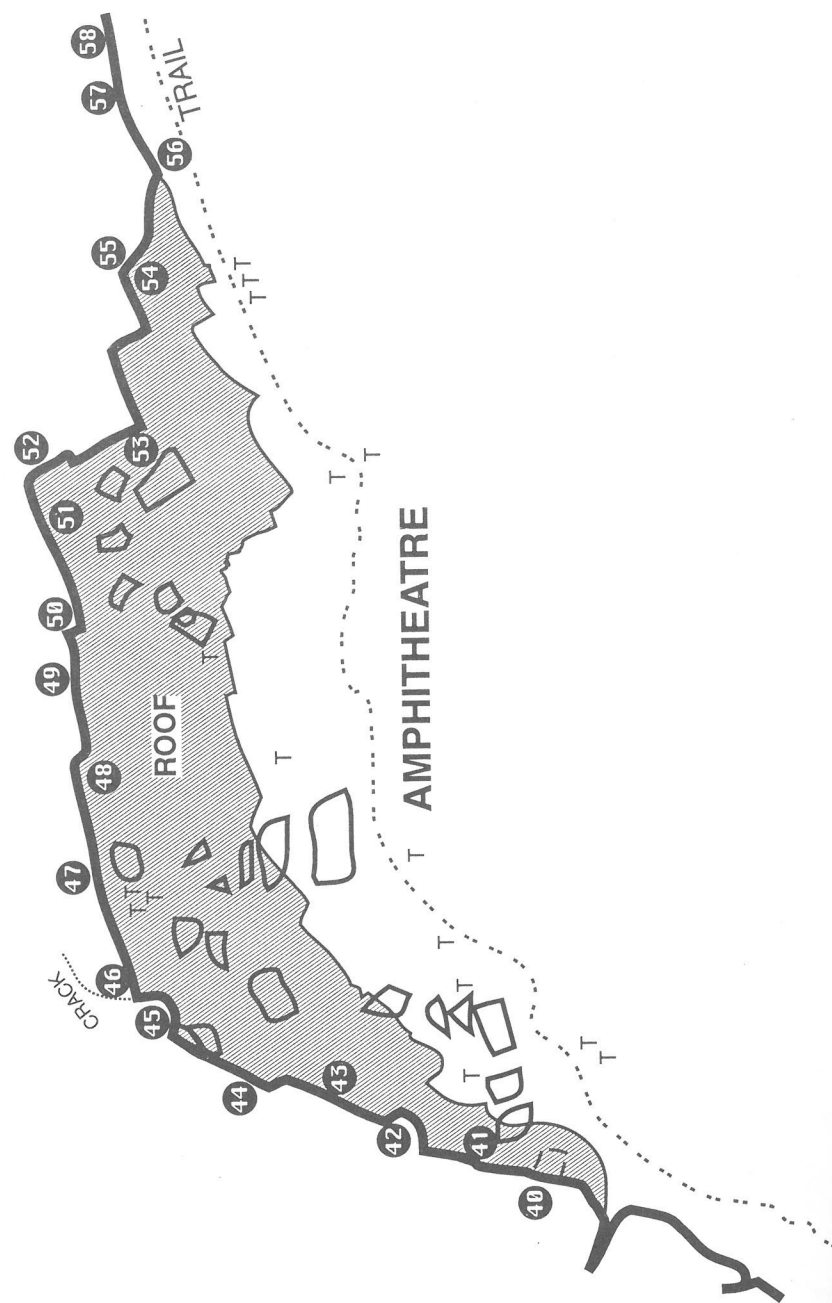


The next fifteen routes are located in the Amphitheater, the most impressive area on the cliffs. The best and steepest bolted routes are located here. Toproping is possible here, but be aware that rigging a rope in the wrong location on the left side of this severely overhanging wall could mean a high velocity impact into the obvious tree.

- 40. SURREY COUNTY ETHICS 5.10a ***
Gear and bolts. Start on a large block. Climb an awkward overhanging start past two bolts to a crack.
- 41. SYZYGY project**
Bolted. 4 bolts just right of SURREY CO.
- 42. OVERHANGING HANGOVER 5.11b ***
Bolted. Climb past two old pins and a bolt to the roof. Either climb up right past a bolt or move up the crack (easier) to the second roof. Move up and left past two bolts to chain anchors. An optional finish can be made by moving right at the chains then up past a bolt to shuts.
- 43. BLACK AND BLUE VELVET 5.13a/b ***
Bolted. Climb the smooth, steep face with swirls past one set of anchors, over the roof above to a second set of anchors.



Jeremy Rhee, age 11, pulling the crux on OVERHANGING HANGOVER, 5.11b; Photo: Bill Webster

**44. BLIND PROPHET 5.12c ***

Bolted. Move up a shallow right-facing corner past old bolts to a roof. Thrash out left to ledges. If you move left to the BLACK AND BLUE VELVET anchors the route is 5.11a. Continue up through a loose area to bolts. Follow the bolts through the roof to cold shuts.

45. MR. HENAR 5.12b/c *

Bolted. Just left of CRACKIN' UP, follow bolts through 2 large overhangs and then move right to anchors. If you top rope this route make sure its set so that someone falling doesn't swing into the large tree.

46. CRACKIN' UP 5.7+

Climb the obvious right-facing crack to the huge roof. Traverse right to the TURKEY SHOOT anchors. The upper section is often wet.

47. TURKEY SHOOT 5.8 *

Bolted. Climb the middle face of the amphitheater past three bolts to cold shuts at the base of the giant roof.

48. MILD MANNERED SECRETARY 5.7 *

Bolted. Climb the face to a bolt which usually has a fixed sling. Either rig a lower off of two pieces or move left to the anchors on TURKEY SHOOT.

49. ARMS CONTROL 5.11c *

Gear and bolts. Climb the face to a small roof. Move up right and around a second overhang to the base of the enormous summit roof. Take a light rack to protect the section below the huge roof. Several strenuous moves through the huge roof lead to a single cold shut. Rig a belay or lower off of a tree. DO NOT RELY ON THE SINGLE SHUT.

50. PUMP STREET 5.10b

Stay on the left-facing arete then traverse right to the anchors on COW PATTY BINGO. Gear and bolts.

51. COW PATTY BINGO 5.9 R

Bolted. Climb the reddish colored face on the right side of the center Amphitheater slab. The route has three bolts but is runout in places.

52. OBSEQUIOUS 5.12c

A top rope variation to SHRIMPS. An easier trad variation is also possible. Bring gear for the roof. Cold shut anchors are located above a roof at the right corner of the Amphitheater.

53. WHEN SHRIMP LEARN TO WHISTLE 5.11b *

Bolted. 10 bolts to chains. This route starts below the sharp arete near the right side of the amphitheater. Climb the arete to a good ledge. Move left to the steep face. Up the face to a ledge beneath the roof. Put a very long sling on the first bolt beneath the roof. Move right and over the roof to chain anchors.

54. SINGLE HANDED SAILOR 5.11a

Bolted. This is a good route, but it may be safer to top rope because of many short traverses and some loose rock. Climb the obvious dihedral at the right edge of the amphitheater. Move left past a bolt. Climb up and left to the ledge shared with SHRIMP. Move straight up the arete past several roofs to chain anchors.

55. DIHEDRAL ROUTE 5.7

Climb the same dihedral as SINGLE HANDED SAILOR, but move right at the roof. Climb the face to the top.

56. PSYCHO-METRIC 5.11b

Bolted. Pull a roof just off the ground to a thin face and shuts.

57. MY HUSBAND IS GOING TO KILL ME 5.7

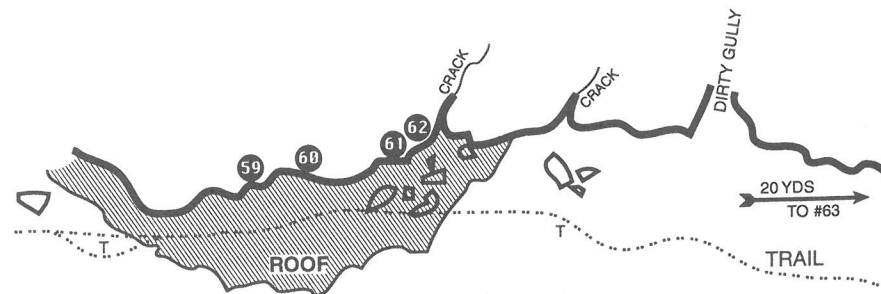
Begin beneath the pine tree with a cable, and 10 ft. left of BLACK RAIN. Climb the crack which is higher on the route.

58. BLACK RAIN 5.8-12a *

Bolted. 5 bolts to chains. A popular route which can be done in a number of ways. The more direct the route the harder it is. Generally the further left you start, the easier the grade.

59. ETHICS IN BONDAGE 5.11d

Gear and bolts. Two routes left of DEVIL IN THE WHITE HOUSE is a route with a bolt just off of the ground. Either climb past the bolt or move a few feet right to an easier start. Move up to the roof, go left, and then up to shuts.

**60. THE HERCULEAN TEST 5.11**

Gear and bolts. Climb the easier right-hand start to ETHICS. Move up and right then climb straight up the face through two roofs to shuts.

61. DEVIL IN THE WHITE HOUSE 5.10d/11a *

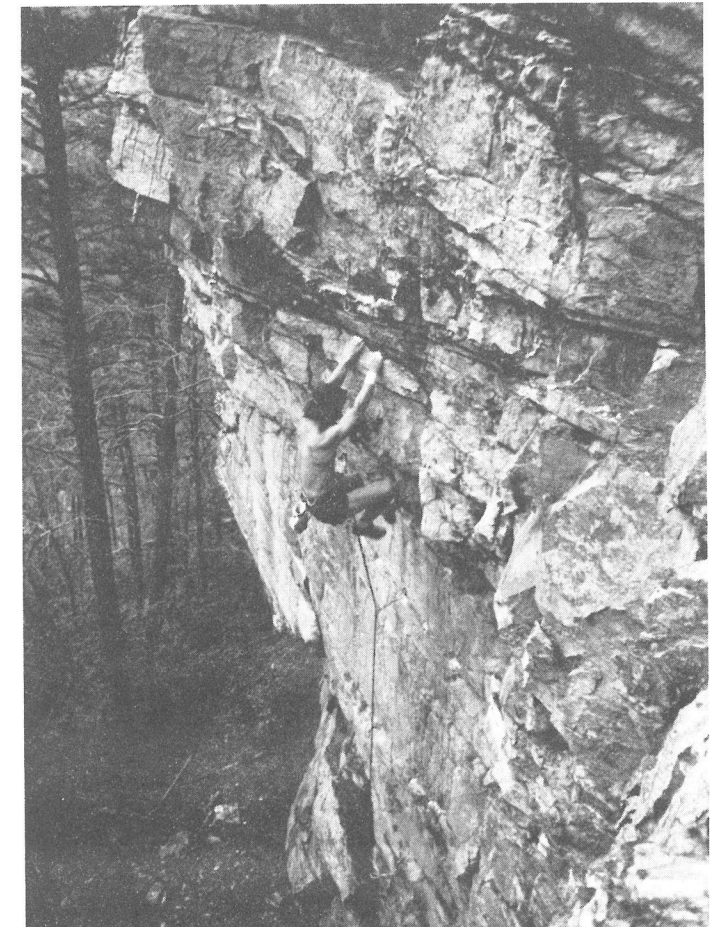
Bolted. 4 bolts. Climb the orange wall to an overhang with large holds. Climb to a tree with anchors. For an easier variation, climb the right side of lower wall to the overhang.

62. STEAMING PILES 5.5

Ascend the nasty loose rock just right of DEVIL... and left of the large gully.

63. DESK JOCKEY 5.7

Climb the short crack in the middle of the short gray wall, left of the blocky arete and right of a curving vegetated crack.



Jeff Burton on DEVIL IN THE WHITE HOUSE, 5.10+/11a; Photo: Thomas Kelley

The section between DESK JOCKEY and IBUPROFEN JUNKY consists of about 50 yards of mostly overhanging walls.

64. IBUPROFEN JUNKY 5.8

Begin approximately 60 yards right of DEVIL IN THE WHITE HOUSE. Start left of a small arete and climb to a vegetated ledge about 35 feet off of the ground. Continue up the face and cracks to the top. A much harder variation pulls the overhangs to the left of the cracks.

65. HUNGER STRIKE 5.7

Climb the short, blocky arete to the top. Don't use the small pine tree on top for your top rope anchor.

66. BET YA CAN'T EAT JUST ONE 5.6

Climb a white face just right of HUNGER STRIKE.

The following four routes are approached from a ledge about 20 ft. above the trail.

67. AFTERSHOCK 5.10

Climb 20 ft. left of MAN OVERBOARD.

68. MUTINY ON THE BOUNTY 5.10c

Follow bolts up face to left-facing arete to a ledge.

69. MAN OVERBOARD 5.11 *

From the ledge go up and 20 ft. left of the arete. Follow bolts to the top of the arete.

70. ANCHORS AWAY 5.11d *

Climb the right side of the big white arete. Share anchors with MAN OVERBOARD.

71. SHORT BUT SWEET 5.10c

Climb straight up the clean face right of the arete to a ledge. Move right on the ledge to a lower off anchor.

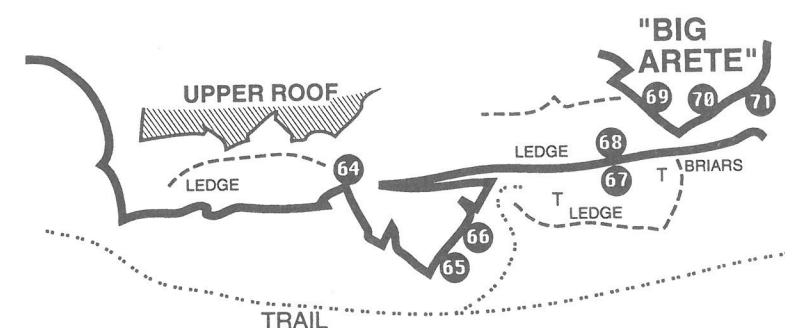
About 50 yards of climbable rock lie between MUTINY ON THE BOUNTY and the Upper Gully, however the rock here is too high for top roping. Several good top rope problems are found in the gully. These range from 5.5 to hard 5.11.

72. HAMBURGER YELPER 5.11b/c

Gear and bolts. Located about 100 ft. left of the gully. Climb the large crack in the roof then up and right to the top.

73. DEBBIE DUZ DONUTS 5.11

Climb the prominent dihedral 30 ft. left of the gully.



The remaining climbs are located below the overlooks just west of the parking lot. Be particularly careful to watch for flying objects in this area. Although rocks and beer bottles are the most common objects sent over the edge, some larger items such as tourists have been known to hurtle toward the trail.

74. BLOODMOBILE 5.7

About 40 yds. right of the prominent gully, climb the narrow edge of a sharp, thin arete which rises above the right side of a large gully.

75. LOOK BEFORE YOU LEAK 5.7

About 50 yds. right of the gully, start on a ledge 20 ft. above the trail and right of the sharp arete. Follow the cracks up a short wall.

76. SKATIN' 5.11

Located about 30 yds. right of BLOODMOBILE and just right of an arete. Pull a roof to the overhanging face. Move past a bolt to a "V" slot. Climb overhanging rock to the top.

77. THIN TO WIN 5.10b *

From the slanting boulder pull the roof to a thin face. Continue to a ledge, then climb the wide crack to the top. The climb cannot be top roped with one rope.

78. VEGOMATIC 5.8

Climb the large crack 15 ft. right of THIN TO WIN to a ledge.

79. CHICKEN BONE 5.7

Climb the face and crack to a ledge. Step left and follow the crack to the top or traverse right to a tree. The climb has rotten rock and cannot be top roped with one rope.

80. HARD HAT AREA 5.7

Begin under a large tree on a ledge. Poor quality rock and lots of dirt. Not recommended.

81. BLACK ROUTE 5.11d

Bolted. Climb the orange colored rock on the left side of the overhanging arete.

82. SINBAD THE SAILOR 5.12b

Bolted. Start on the right side of an arete. Follow bolts over the roof to the top anchors. This route is directly below the climbers sign-in board.

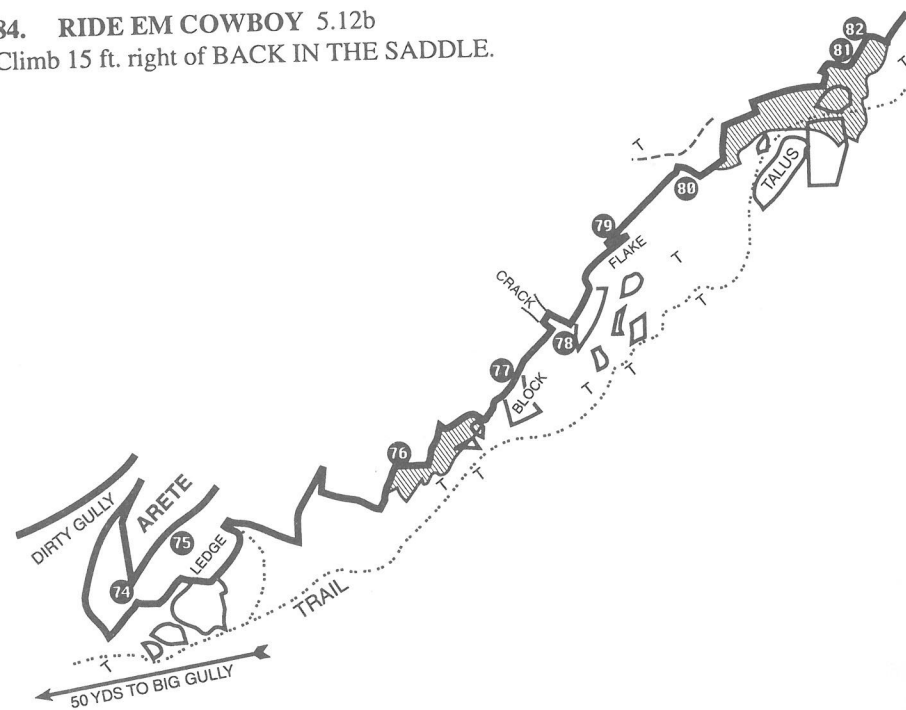
The following two routes are located on a large ledge high off the ground. The ledge can be reached by climbing BLACK ROUTE or SINBAD. The ledge can also be reached by rappelling from the top near the climbers sign-in kiosk.

83. BACK IN THE SADDLE 5.10

AKA BLACK LIGHTNING. Start on the ledge above BLACK ROUTE on the left side of the left face. Find the obvious saddle looking thing which sticks out.

84. RIDE EM COWBOY 5.12b

Climb 15 ft. right of BACK IN THE SADDLE.

**STONE MOUNTAIN**

For many visitors to North Carolina, southern rock means Stone Mountain. In many ways this viewpoint is understandable. Climbers visiting Stone Mountain can enjoy the finest friction climbing in the eastern United States: 600 ft. of practically crackless granite. Although devoid of features, the rock is not devoid of climbers. During the prime climbing months of October-March, Stone Mountain is perhaps the most popular climbing area in the south. The cliff has many easy to moderate routes, plenty of parking, a short 5 minute stroll to the base of the cliff, convenient camping, good roads, beautiful clean granite, and an excellent reputation as a fun place to climb. These factors have combined to make Stone Mountain a popular winter climbing retreat for locals and visitors alike.

Stone Mountain offers a unique climbing experience. The mountain is characterized by vast acres of bare rock with few cracks or other features. Many of the routes are climbed using only bolts for protection. At Stone Mountain, all but one route were done using traditional climbing methods, i.e. bolting on the lead. As a result the bolts are often placed far apart with 50 ft. runouts being common. A route with bolts spaced 20 ft. apart is considered very well protected.

To partially compensate for long potential falls, Stone Mountain climbers have developed a unique running belay for the steep first pitches of many routes. If you are not familiar with the Stone Mountain belay you may want to observe the belaying methods of other groups before you rope up. The running belay operates on the principle that the belayer can run faster than the leader can fall. This belay method will reduce by almost 50% the distance a leader falls using traditional belay methods.

- This method only works on pitches which start from the ground!
- This method works only on friction climbs!
- This method works only after the leader has clipped at least one piece of protection!
- Do not attempt to use this method at places other than Stone Mountain!

The belay is set up in the following manner:

1. A sling is wrapped around a tree and a carabiner is attached.
2. The rope runs from the leaders harness, through the carabiner, to the belayer.
3. The rope is attached to a belay device on the belayers harness.
4. The belayer is not anchored in any way.
5. The belayer selects a flight path through the woods, one that avoids hitting trees, stumps, etc.
6. When the leader falls, the belayer runs through the woods. If this is done correctly, the leader should be stopped at the bolt.

Many of the bolts at Stone do not accept carabiners with wide-mouth gates. Be sure that all of your carabiners are simple narrow-mouth types (usually the least expensive). Also be warned that some bolts do not have hangers. The wise Stone Mountain climber will

always carry a few wired stoppers in the event that a hangerless bolt is encountered. The wired stoppers can be placed over the bolt head and nut.

Stone Mountain is famous for its unusual friction climbing, a technique that forces the climber to use his balance and his brain. Here, bulging biceps are not all that useful or important; a situation far different than at most cliffs. Because of this difference in style, it is difficult to adapt the traditional rating system for Stone Mountain routes. At Stone Mountain, it is common for beginners to second 5.10, especially with the recent surge of sticky rubber rock boot technology. Climbing at Stone Mountain has always been a head game for the leader. Despite the changes in climbing boot technology that allow today's climbers to waltz up the desperate routes of yesterday, the adrenaline still flows when faced with one of Stone Mountain's famous runouts.

WARNING: Practically all Stone Mountain routes would be given an "R" or "X" rating if the cliff were steeper. At Stone Mountain, long runouts are the norm. Fortunately, most falls on friction tend to be less serious than at steeper areas. Only the most dangerous Stone Mountain routes are given an "R" or "X" rating in this guide.

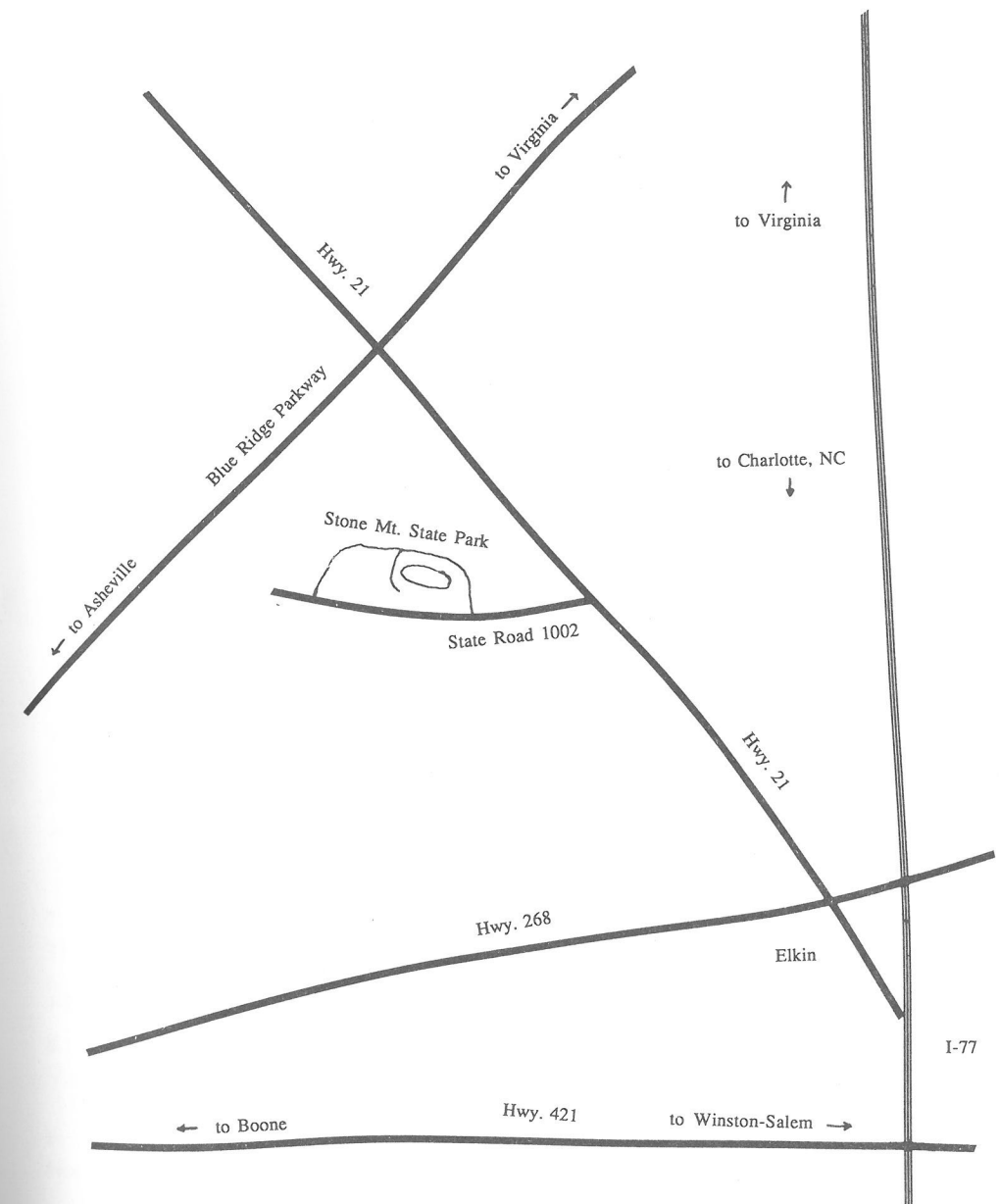
ACCESS ISSUES

The climbing community enjoys a good relationship with the Stone Mountain park staff. To maintain this relationship it is important that all climbers obey the park rules. As of this writing the Stone Mountain Climbing Management Plan had not been completed, however please follow these rules:

1. Look for climbing regulation updates on the park bulletin board.
2. It is especially important that climbers be out of the parking lot by closing time. Failure to obey this regulation has caused friction with park staff in the past.
3. The mountain is closed when the rock is wet.
4. The park staff and most climbers consider the mountain climbed out. New routes would simply be squeeze jobs between existing lines. No new routes are permitted at this time. New routes would likely be removed by climbers.
5. All climbers must register at the kiosk located where the climbing access trail enters the tree line.
6. Climbers must be careful not to disturb vegetation or wildlife.

LOCATION

Stone Mountain State Park is located in the foothills of the Blue Ridge near the town of Elkin. From Interstate 77 take U.S. 21 north to N.C. 1002 (there should be a sign for Stone Mountain State Park). Follow N.C. 1002 to the park entrance.



APPROACH

The most popular portion of the cliff is the South Face. This face contains most of the moderate routes, the easiest approach, and the most pleasant winter temperatures. The approach is easy: walk up the trail to the base. Rest on benches if you get tired.

Aficionados of super steep, scary friction and uncrowded conditions should visit the North Face. For most North Face routes, the initial approach is the same: either climb a South Face route or hike the summit trail to the top of the South Face.

To reach routes on the west side of the North Face, walk west around to the top of the North Face. Keep well to the west and make your way down sometimes steep slabs until near the tree line. Walk along the base or on the low-angle slabs to reach the routes on the right side of the North Face.

To reach the routes on the east side of the North Face, it is best to locate the pine tree at the top of STAINLESS STEEL. Rappel with two ropes to the bottom of the North Face.

DESCENT

The descents for the South Face are as follows:

1. For all routes left of TAKEN FOR GRANITE, hike left from the top of the roped climbing until you reach the tourist trail. Look for yellow paint on the rock.
2. For all routes from TAKEN FOR GRANITE and right, walk down and right, aiming for the foot of the rock, well right of the technical climbing areas.

The descents for the North Face are as follows:

1. For routes on the left side of the face. Do a short rappel to the lowest tree above INDIAN LOOKOUT. Rappel 165' to double bolts. One more rappel leads to the ground. Take 2 ropes.
2. Hike west along the top of the face until the tourist trail is reached. Take the trail to the parking area.

CAMPING

The Stone Mountain State Park campground is the closest area for camping, although be aware that the gates are locked at night. The gate schedule is as follows:

November-February	8:00 a.m. - 6:00 p.m.
March, October	8:00 a.m. - 7:00 p.m.
April, May, September	8:00 a.m. - 8:00 p.m.
June-August	8:00 a.m. - 9:00 p.m.

The camping fee is \$9.00 per site with a maximum of 6 persons per site. Only one tent is allowed per site, but rangers allow sleeping in vehicles. During the winter, December 15-March 15, the camping fee is reduced, but the showers are closed.

EMERGENCY AND RESCUE SERVICES

For rescues call either the park number: (919) 957-8185 or the county sheriff: (919) 838-9111. The closest hospital is the Hugh Chattam Memorial Hospital in Elkin: (919) 835-3722.

Unless otherwise noted all Stone Mountain climbs are highly recommended.

SOUTH FACE ROUTES**1. BACK TO SCHOOL 5.9+****2. CAVEMAN 5.10c**

This is also the first pitch of the GIRDLE TRAVERSE.

3. REQUIEM TO A DREAM 5.11d**4. THE DISCIPLINE 5.12**

Unusually steep for Stone Mountain. Good protection, but a very hard crux. A 5.11a variation is possible on the lower section by climbing the dike past the 3rd bolt. A variation with a 5.8 finish, THE INDISCIPLINE, goes through the roof to the left of the regular finish. A second pitch continues up from the large sloping ledge. Move left and continue following the same dike and the next dike to the left. Protection and the belay are possible by tying off knobs.

5. HAPPY TRAILS 5.11a

a.k.a. MCGRADY'S ROUTE, a.k.a. DISCO DANCE OF DEATH

Take a light rack.

6. PERMISSION GRANITE 5.10

Start about 30' right of the DISCIPLINE. Climb a short face to a small overhang. Take a light rack.

7. FANTASTIC 5.9

This route has more variety than usual for a Stone Mountain climb. Take a medium size rack

8. LAST DANCE 5.11c X

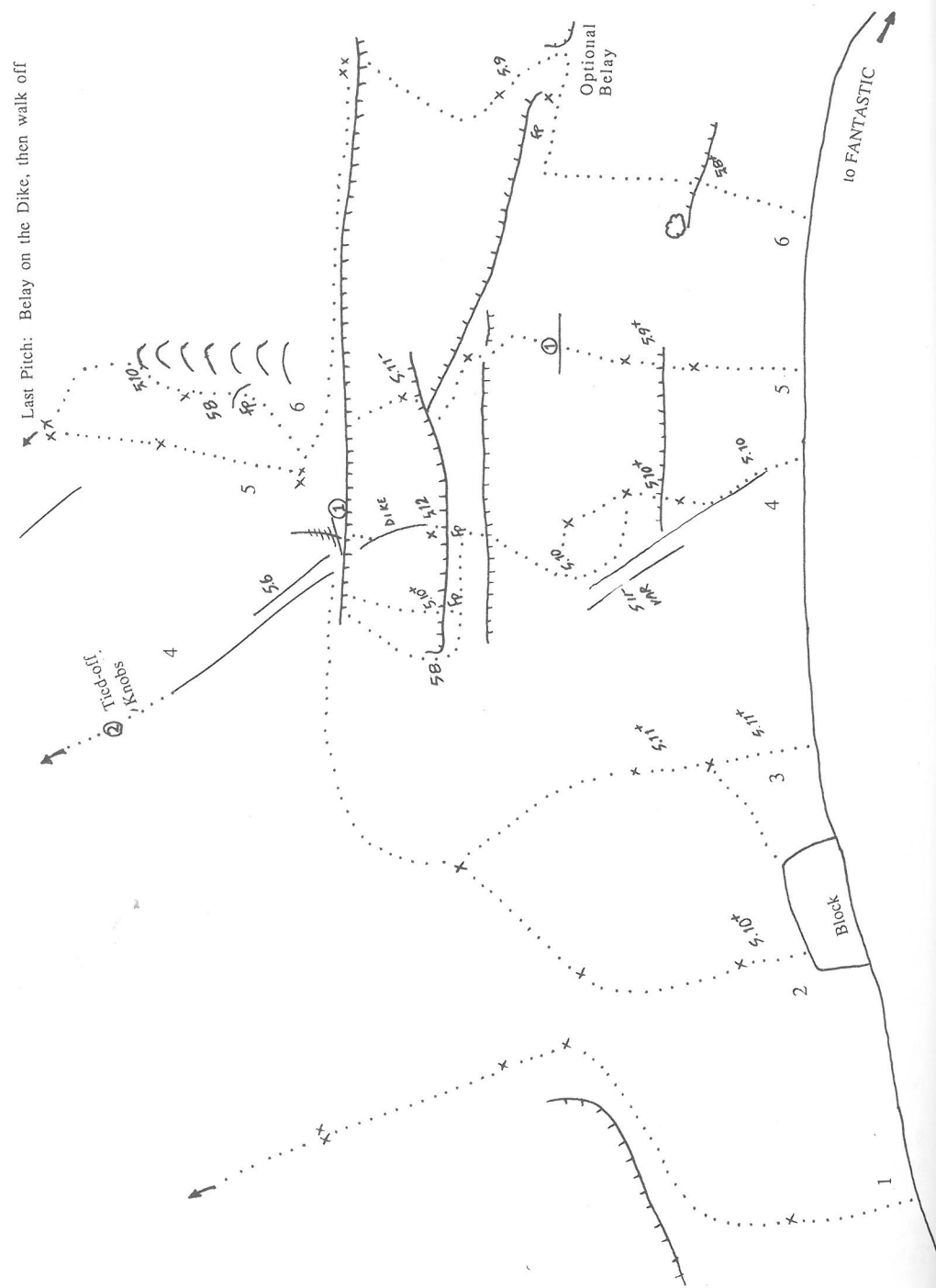
Very runout above the crux.

9. TOILET BOWEL 5.10

Not recommended.

10. FLEET FEET 5.10a

Take a light rack.



11. FACE VALUE 5.11d

This is a direct start to FLEET FEET.

12. PEER PRESSURE 5.9+ R/X

Potential for rope drag. Don't fall on the traverse below the second bolt (5.8 R/X)! Take a light rack.

13. WET DREAMS 5.9+ X

A solo route with no protection.

14. ZOO LOVE 5.9- X

A solo route with no protection.

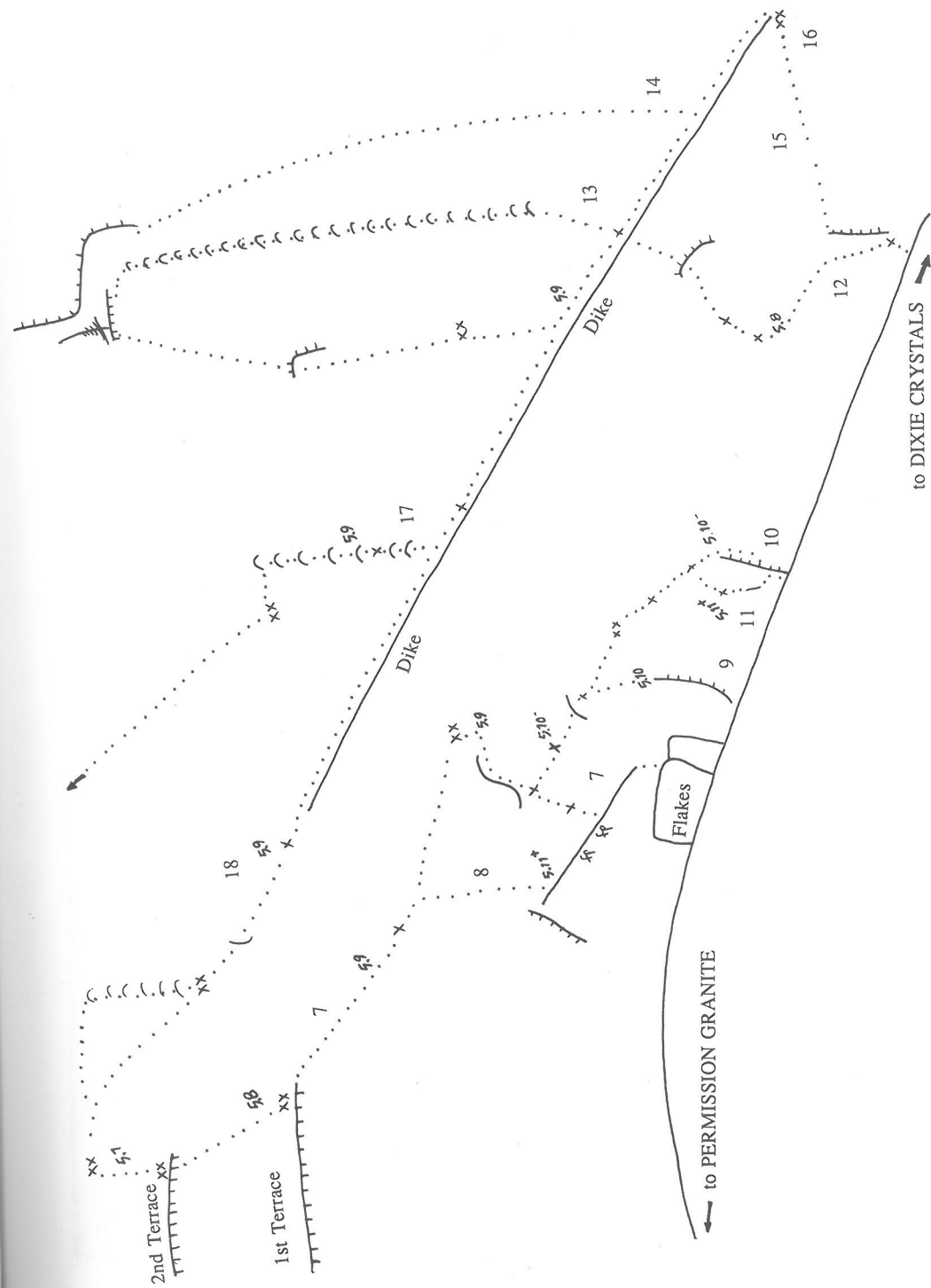
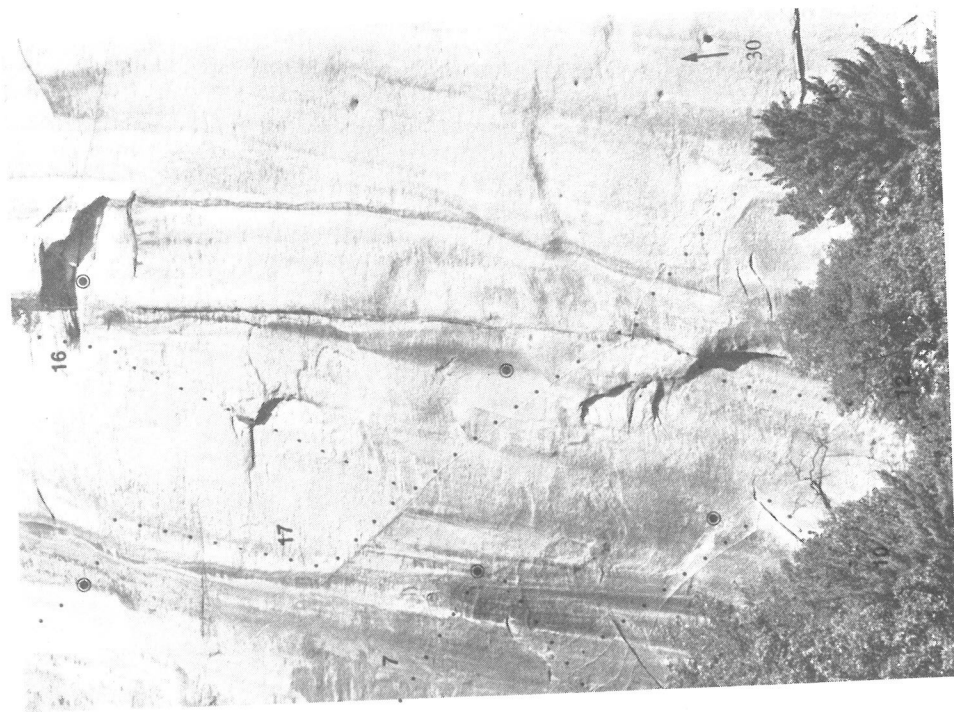
15. WAHOO START 5.9

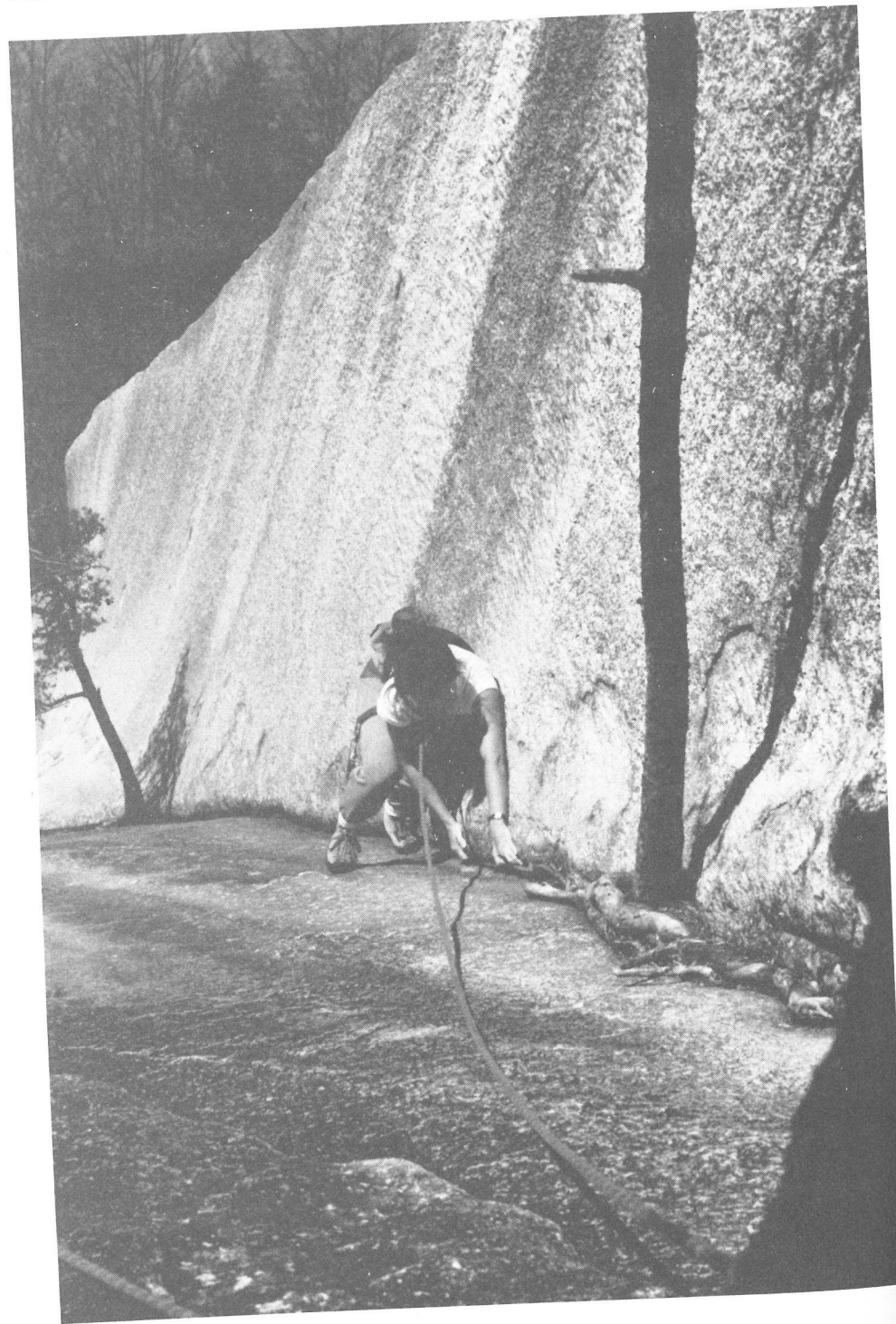
16. DREAM WAVES 5.9

Protect the second by clipping the bolt on DIXIE CRYSTALS.



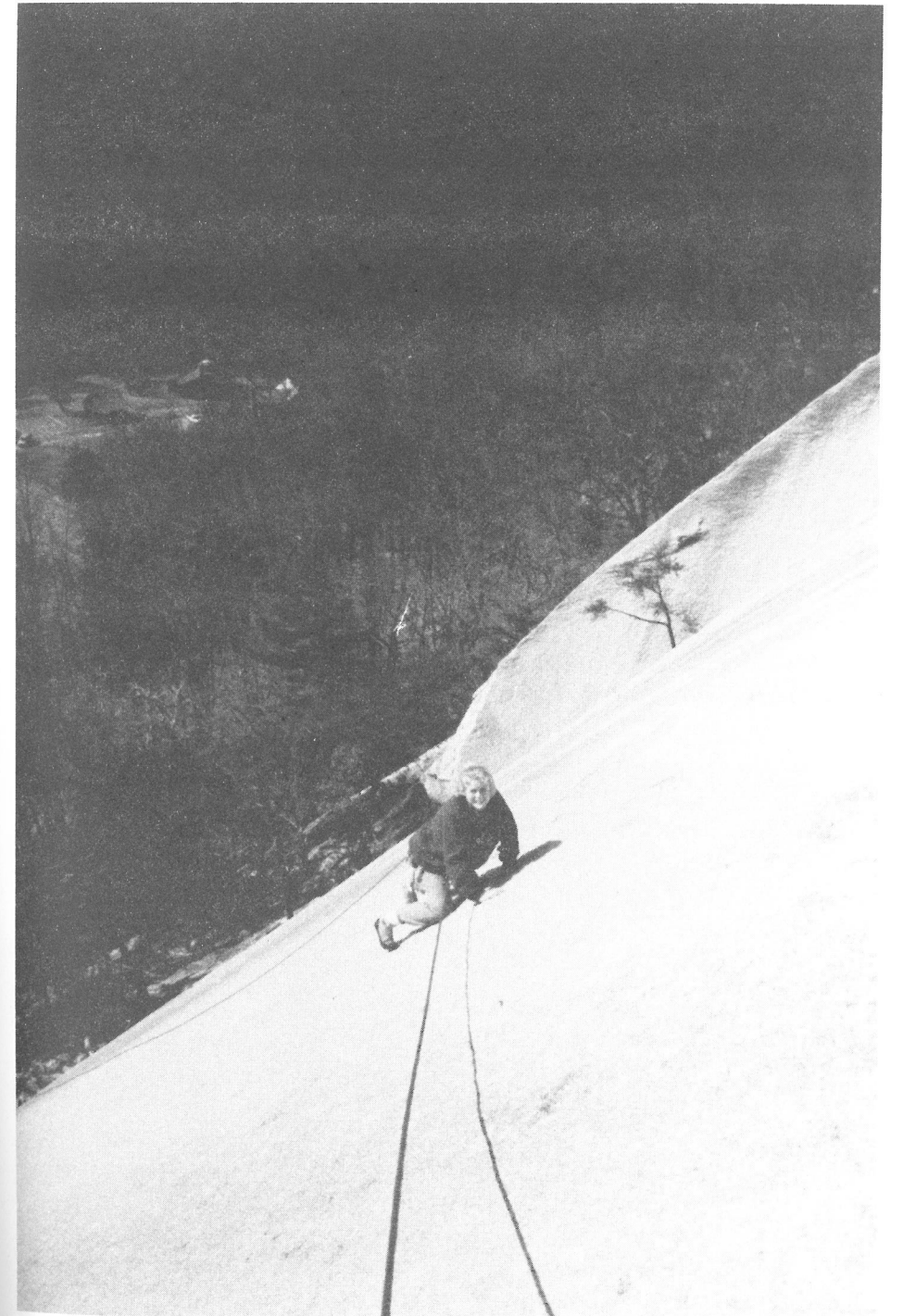
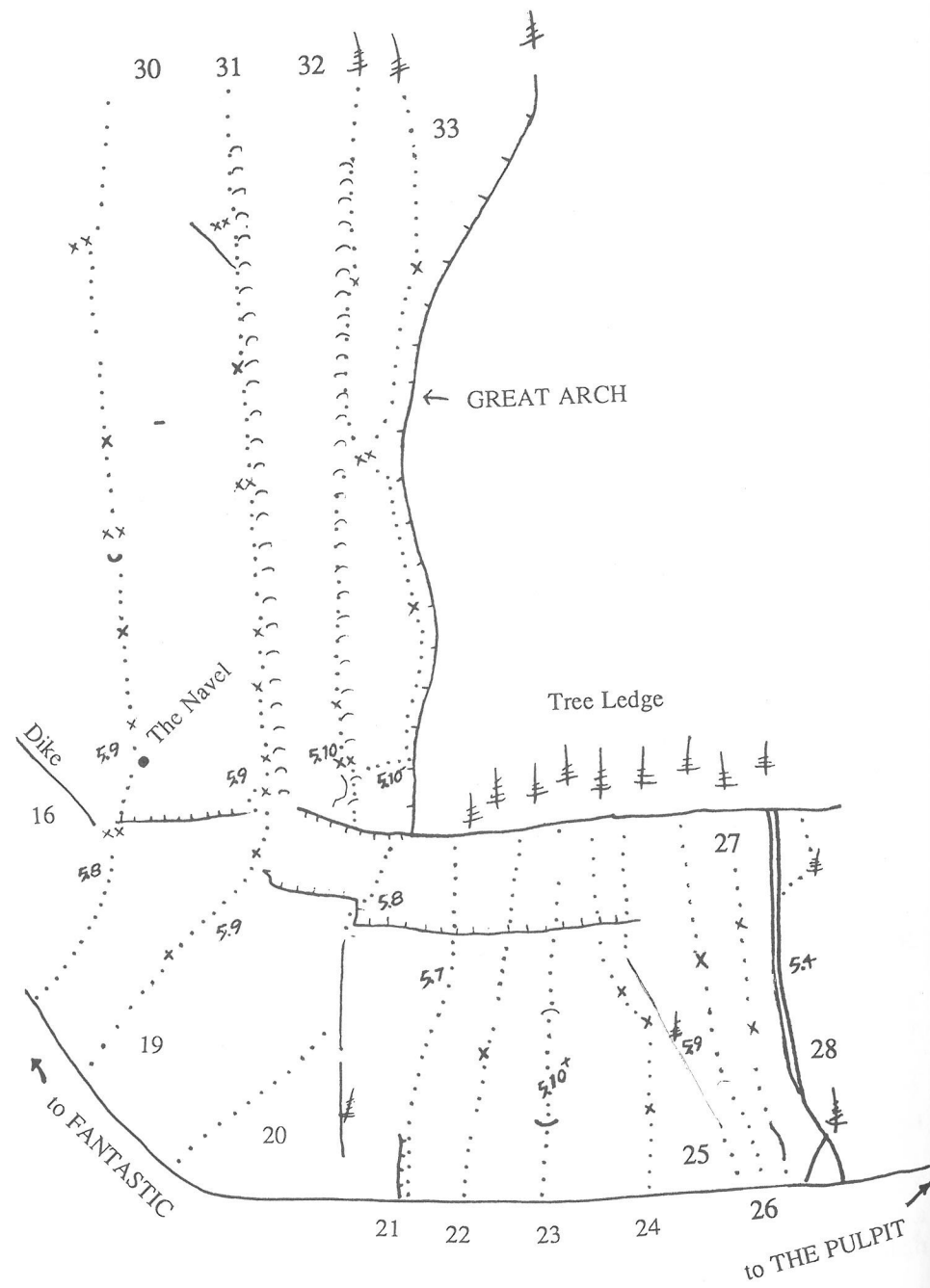
Mary Behan on FLEET FEET, 5.10a; Photo: Bill Webster





Deb Cook on the GREAT ARCH, 5.5; Photo: Thomas Kelley

17. **DREAM ON 5.9**
18. **IMPOSSIBLE DREAM 5.9**
Take a light rack.
19. **WHITE WAY DIRECT 5.9**
20. **BLOCK ROUTE 5.8**
Take a light rack.
21. **U SLOT 5.7**
Take a light rack.
22. **CRYSTAL LIZARD 5.8**
Take a light rack. Somewhat runout.
23. **RICE KRISPIES 5.10c R**
Some say that slider type nuts or weighted skyhooks can provide protection on this one.
24. **CAPTAIN CRUNCH 5.11a R**
Climb past 3 bolts just left of FUDDY MUCKER.
25. **FUDDY MUCKER 5.9+**
Take a light rack including slider type nuts.
26. **WOSL 5.8 R**
27. **FATHER KNOWS BEST 5.8**
28. **ENTRANCE CRACK 5.4 R**
Take a light rack.
29. **DIRTY CRACK 5.8**
Not recommended.
30. **DIXIE CRYSTALS 5.9**
31. **GREAT WHITE WAY 5.9**
Take wired stoppers for the bolt head.
32. **GREAT BROWN WAY 5.10c**
Double bolts protect the crux.
33. **BOMBAY GROOVE 5.10a**
a.k.a. **YANKEE GO HOME**. Climb up to the double bolts on BROWN WAY. Traverse right to the arete. Climb just left of the arete.



Anne Gentling above the Tree Ledge; Photo: Thomas Kelley

**34. GREAT ARCH 5.5**

Take a light rack.

35. MERCURY'S LEAD 5.9-**36. STORM IN A TEACUP 5.10a****37. RAINY DAY WOMEN 5.10a****38. BANANA BREATH 5.10a**

The first bolt has no hanger.

39. ADRIFT 5.9

Use the 1st bolt of BANANA BREATH. This bolt does not have a hanger.

40. YARDARM 5.8-**41. CLOSER TO THE HEART 5.9****42. NO ALTERNATIVE 5.5**

Take a light rack for the pitch above the Tree Ledge. P1. Climb the left-facing corner to a small stance about 20' below the top of the buttress. P2. Climb a very short and easy pitch to the large ledge atop the buttress. P3. Climb easy friction, past a single bolt, to a belay station. P4. Another easy pitch, with no protection leads to the top.

43. ANCHOR RODE 5.6

This is a traverse from the PULPIT to the top of the 1st pitch of NO ALTERNATIVE.

44. THE PULPIT 5.8

Take a light rack. Several unprotected variations (5.8-5.9) are possible by climbing directly up the blank rock to the 1st bolts.

45. HOOK AND BLADDER 5.9

Climb up to the 1st bolt on the PULPIT. Continue just left of the obvious brown water streak. Climb up past a narrow black dike to the same belay as BOTANY 10. A cliffhanger and bathook can be used to protect the first section to the overlap. Small to medium Friends protect the overlap.

46. BOTANY 10 5.8

Take a light rack.

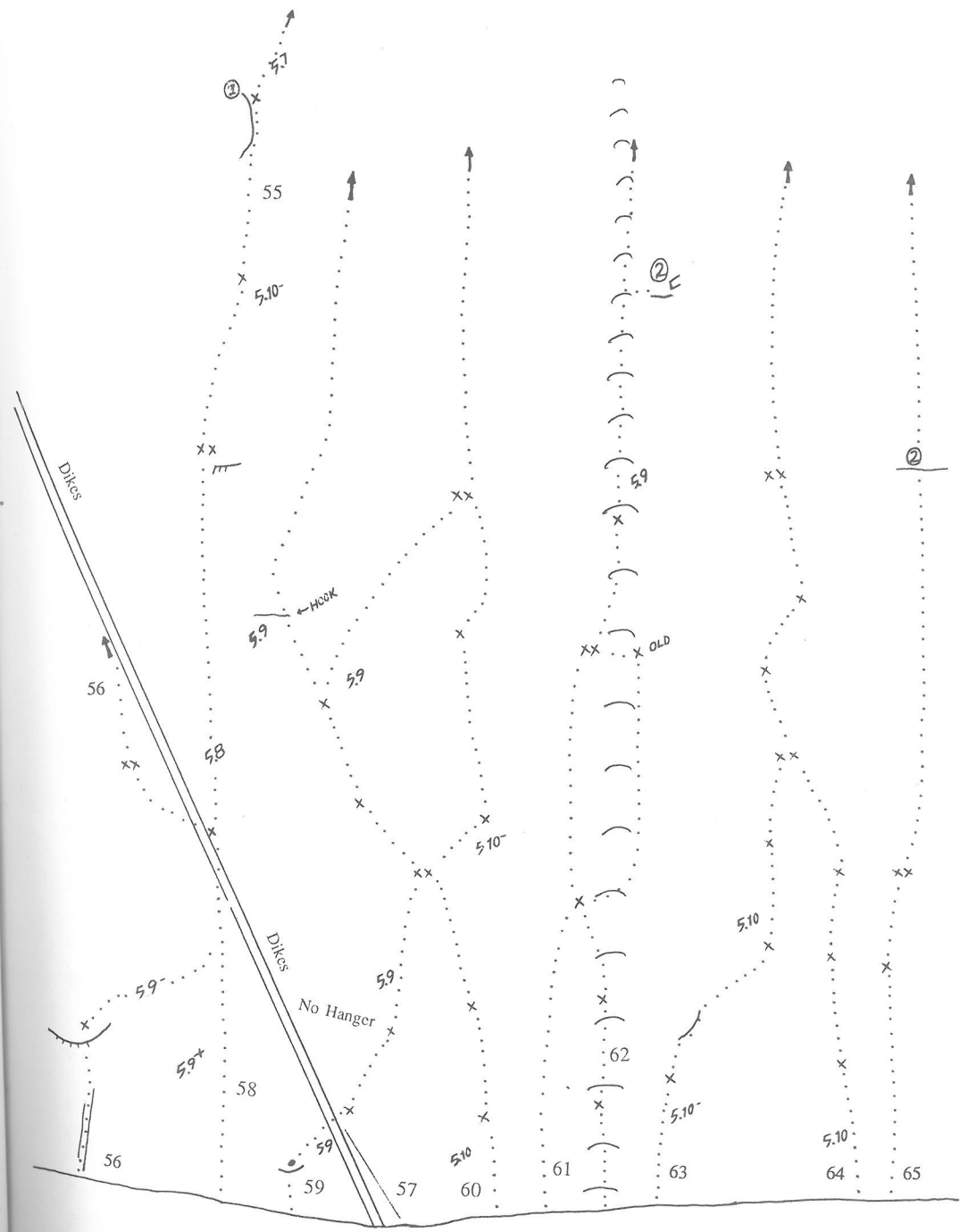
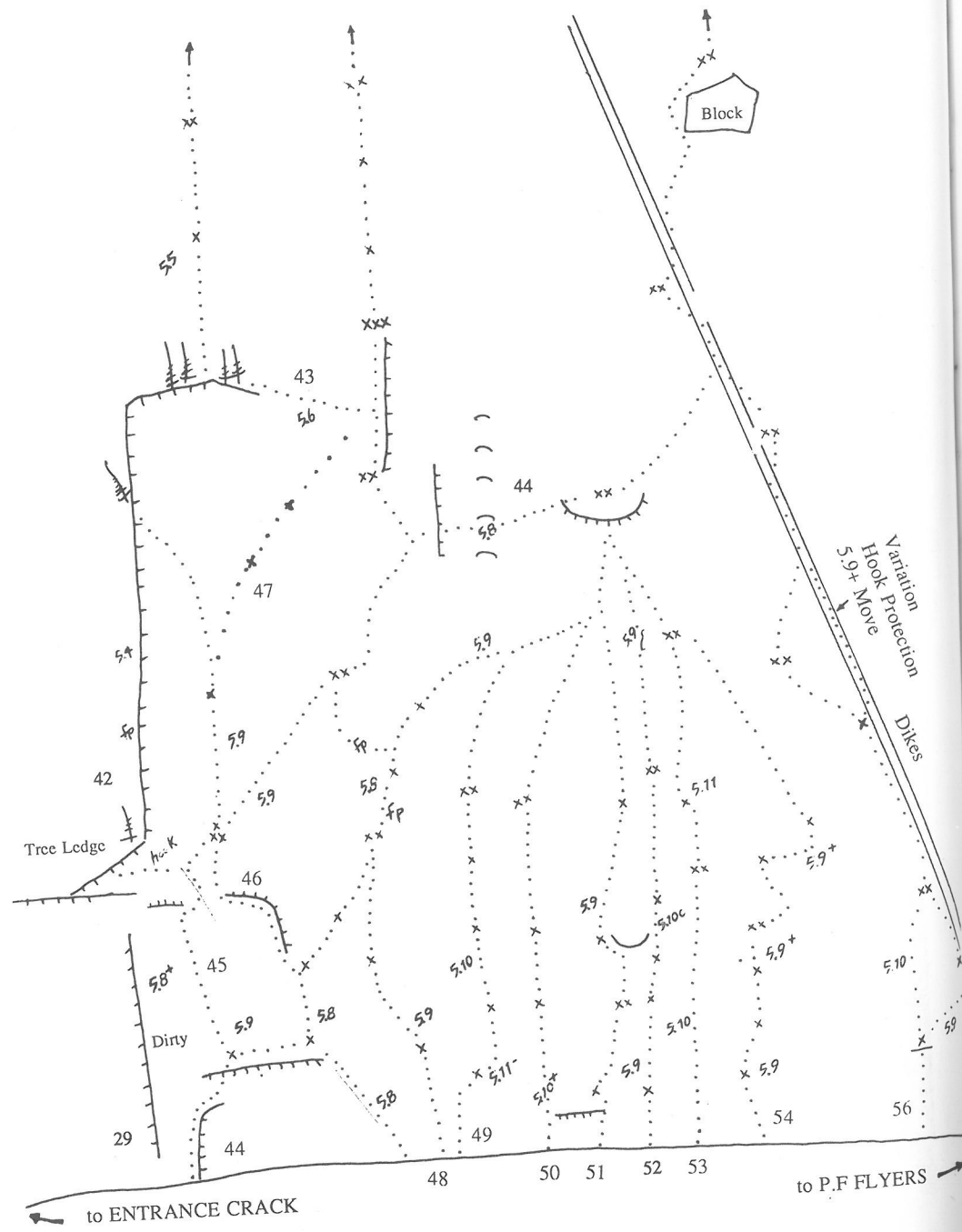
47. AUTUMN SPEAKS 5.9**48. THE SERMON 5.9**

Take a light rack.

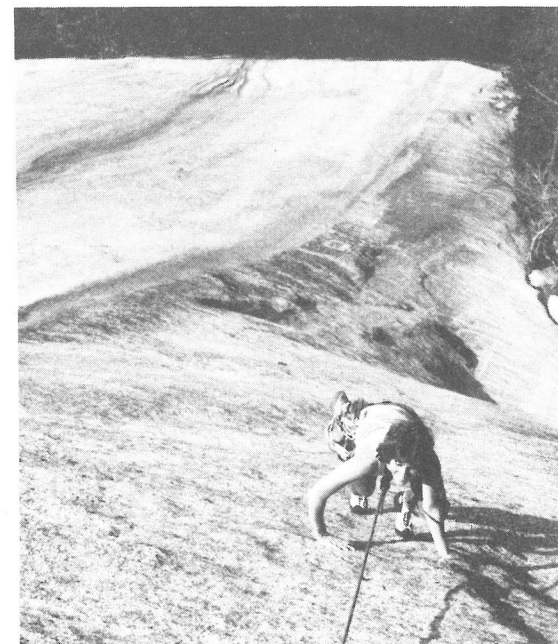
49. PURPLE DAZE 5.11a**50. STRAWBERRY PRESERVES 5.10d**

Clip the first bolt on PANDORA'S to protect the first crux.





- 51. PANDORA'S WAY 5.9**
The second pitch is runout.
- 52. THE PURRING 5.10c**
Take long runners for tying off knobs on the second pitch.
- 53. ORANGE BLOSSOM SPECIAL 5.11a R/X**
The first pitch (5.10 R/X) has no protection.
- 54. ELECTRIC BOOBS 5.9+**
- 55. AMTRAK 5.10 X**
A solo route with no protection.
- 56. GRAND FUNK RAILROAD 5.9-**
Take a light rack. A 5.10 R variation goes past the 1st bolt, straight up shallow grooves, to the belay.
- 57. BLOOD ON THE TRACKS 5.9+ R**
This a variation start to GRAND FUNK. Follow the dikes the entire way. Take a sky-hook.
- 58. P.F. FLYERS 5.10a**
Take a light rack for the belay. Start between GRAND FUNK and TAKEN FOR GRANITE directly below the obvious dark water streak which runs over the headwall.
- 59. TAKEN FOR GRANITE 5.9**
Take wired stoppers for the second bolt head.
- 60. SATURDAY NIGHT LIVE 5.10a**
- 61. MAMA'S GOIN' CRAZY 5.10**
A one pitch route just left of the BROWN SUGAR water streak.
- 62. BROWN SUGAR 5.10**
Start on the obvious brown water streak between SATURDAY NIGHT LIVE and PYROMANIA. Take a light rack.
- 63. PYROMANIA 5.10a**
Take a light rack including a #2 Friend. Finish on TEFLON TRIP or rappel.
- 64. TEFLON TRIP 5.10c**
- 65. SUFFICIENTLY BREATHLESS 5.9 R/X**
Take a light rack for the 2nd belay. Dangerous route, not recommended.

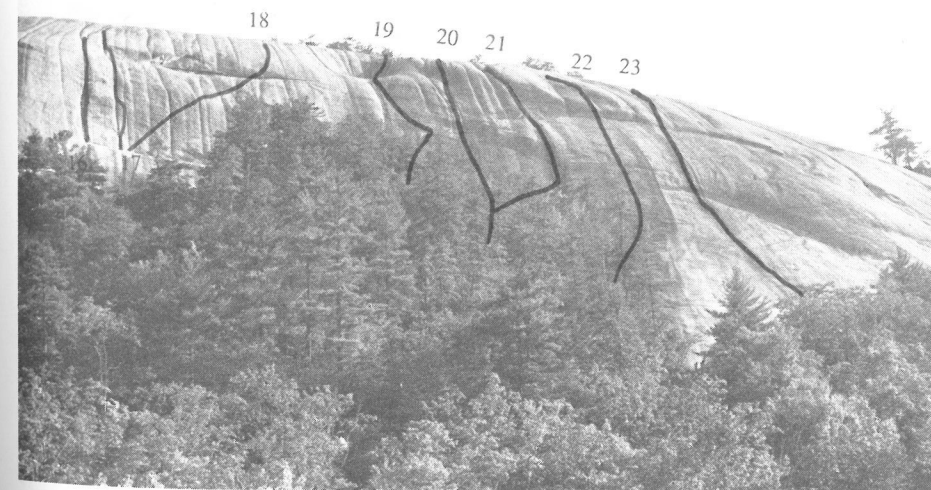
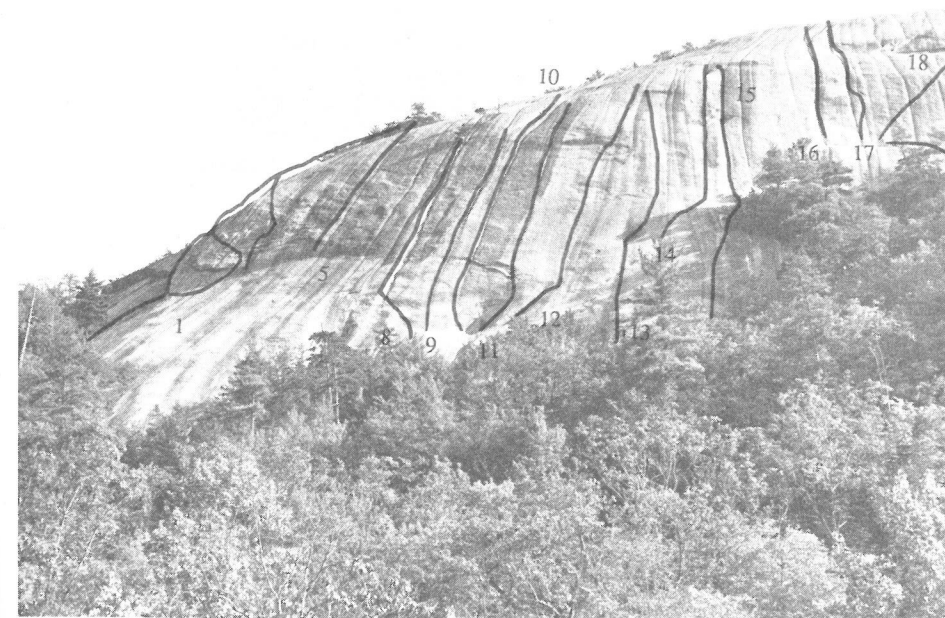


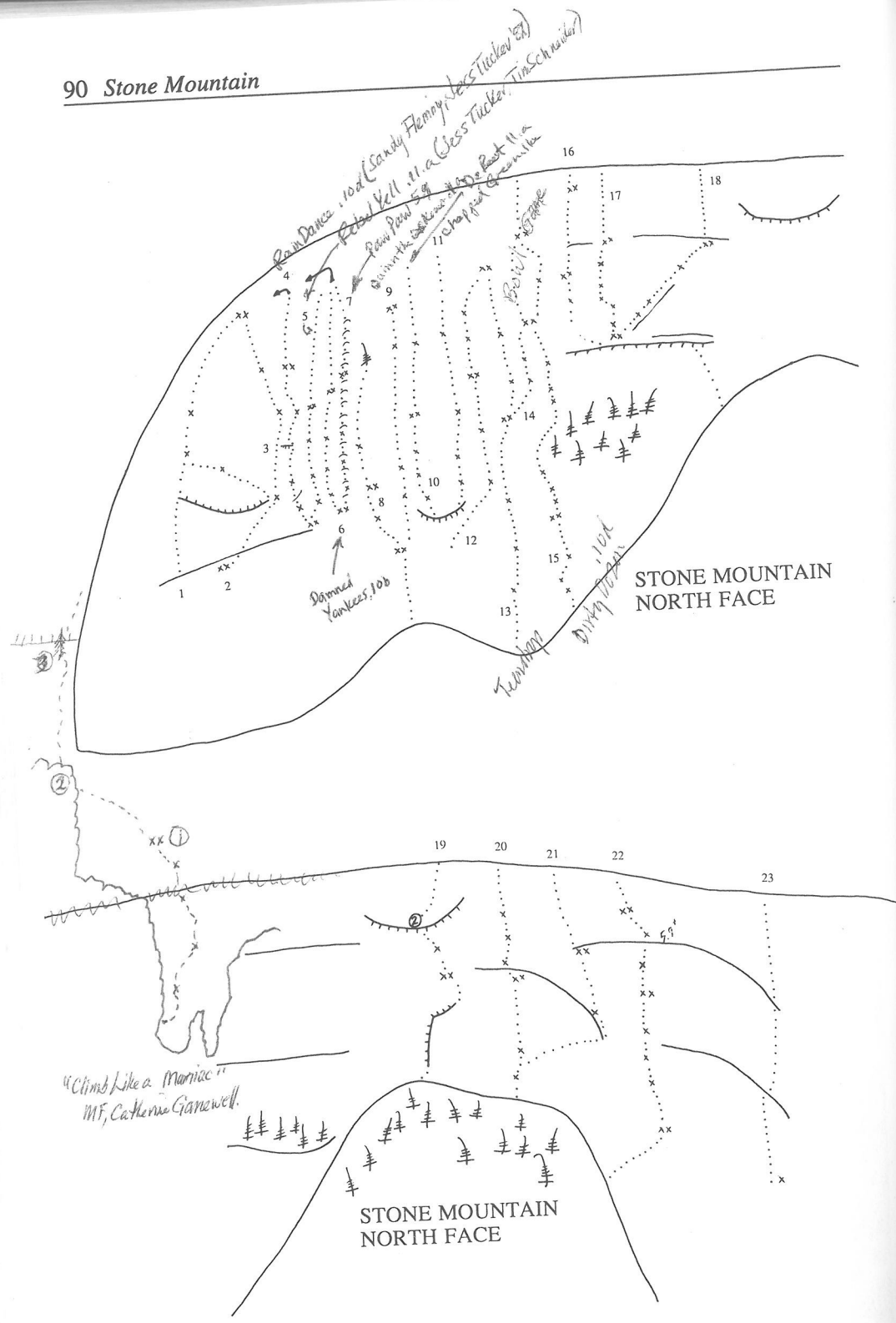
Jan Morrow on ZEN SLAB, 5.9+; Photo: Bill Webster

NORTH FACE ROUTES

- 1. INDIAN LOOKOUT 5.8**
Take a light rack.
- 2. INDIAN LOOKOUT DIRECT START 5.10 R**
- 3. INDIAN LOOKOUT DIRECT FINISH 5.10**
- 4. RAIN DANCE 5.10d**
Climbs the face between INDIAN LOOKOUT DIR. FINISH and REBEL YELL. There are no anchors at the top of the 5.5 pitch. Traverse to INDIAN LOOKOUT to descend.
- 5. REBEL YELL 5.11a**
- 6. DAMNED YANKEES 5.10b**
Climb the featured, lichen covered face right of REBEL YELL.
- 7. PAW PAW 5.9**
Ascends the obvious thin water groove between REBEL YELL and STAINLESS STEEL. Traverse right from the base of INDIAN LOOKOUT past the belay for REBEL YELL to the next set of double bolts. This is the same belay for DAMNED YANKEES.

8. **STAINLESS STEEL** 5.9+
9. **QUINN THE ESKIMO** 5.11a
10. **DEFEET** 5.11
11. **CHAPPED GREEN** 5.11
12. **ROAD SHOW** 5.9
13. **TEARDROP** 5.9-
Take a light rack.
14. **BOWL GAME** 5.9
Take a light rack.
15. **DIRTY DOZEN** 5.10d
Take a light rack.
16. **MERK-N-MAN** 5.9
17. **SURFER JOE AND MOE THE SLEEZE** 5.11b
18. **SIDE SHOW** 5.10d
19. **HIGH ANXIETY** 5.9
Take a light rack with camming units.
20. **POPSICKLE TOES** 5.11
Take a light rack.
21. **DARK STAR** 5.11
22. **ZEN SLAB** 5.9+
The crux is on the second pitch.
23. **INLAND WATERWAY** 5.6 X
A solo route with no protection.





CROWDER'S MOUNTAIN STATE PARK

Special thanks go to Rodney Lanier for his work on this section of the guide.

Crowder's Mountain is an excellent southern piedmont climbing area, adjacent to several major metropolitan areas. Its short but steep walls provide a wide variety of climbs from 5.0 to 5.13. Crowder's Mountain is especially popular in the cooler months due to its southern location, low elevation, and mostly southern exposure. The rock is generally high quality, although the upper layers of some cliffs can be shaky and loose. Crowder's is a great place for all types of climbing. While many people enjoy Crowder's difficult lead climbing routes, the majority of climbers prefer the mountain's great top-roping.

ACCESS ISSUES

Crowder's is one of the most popular climbing areas in the state of North Carolina. It is on the edge of a sprawling urban area centering on Charlotte, the state's largest city. Such a large population puts a strain on the resources of the park. The following rules must be followed while climbing at Crowder's Mountain:

1. All climbers must register before hiking into the climbing areas. A registration station for most areas is located at the Linwood Road access area. You can register for the Hidden Wall at the Park Office.
2. Use only established trails. All climbs must be accessed from the top.
3. All basic rock climbing safety equipment and techniques must be used at all times.
4. All state park rules and regulations must be observed.
5. The park closes at sunset. All climbers must be off the mountain at this time.
6. Climbers must take extra care to avoid damaging vegetation.
7. Placement of new pitons and bolts is prohibited.
8. The use of a helmet is advised.
9. Any incidents resulting in personal injury or damage to property must be reported to the park staff.
10. Climbing is prohibited in some areas. At the time of this writing the following areas were off limits to climbing: Pyramid Area, Unemployment Wall, and the Meaty Okra Wall.

LOCATION

Crowder's Mountain is located west of the city of Gastonia, not far from I-85. From I-85 take the Edgewood Road exit south to its intersection with U.S. 29/74. Continue straight onto SR 1122 (Whiteside Rd.). Follow Whiteside Road to a three way intersection and make a left. About 200 yards down the road is the Linwood Road access. The registration station for climbers is located here.

APPROACH

See maps. All climbs must be accessed from the top of the ridge. The ridge is best reached by hiking the Backside Trail to the top.

CAMPING

Primitive camping is available at **Crowder's Mountain State Park** with both individual and group sites available. Reservations for sites can be made by calling (704) 853-5375. The park office is open from 8:00 a.m.- 5:00 p.m.. The sites are a one mile walk from the parking area. Water, pit toilets, and a fire grill are available at each site. The park gate is locked each night. The schedule is as follows:

November-February	8:00 a.m.-6:00 p.m.
March, October.....	8:00 a.m.-7:00 p.m.
April, May, September.....	8:00 a.m.-8:00 p.m.
June-August.....	8:00 a.m.-9:00 p.m.

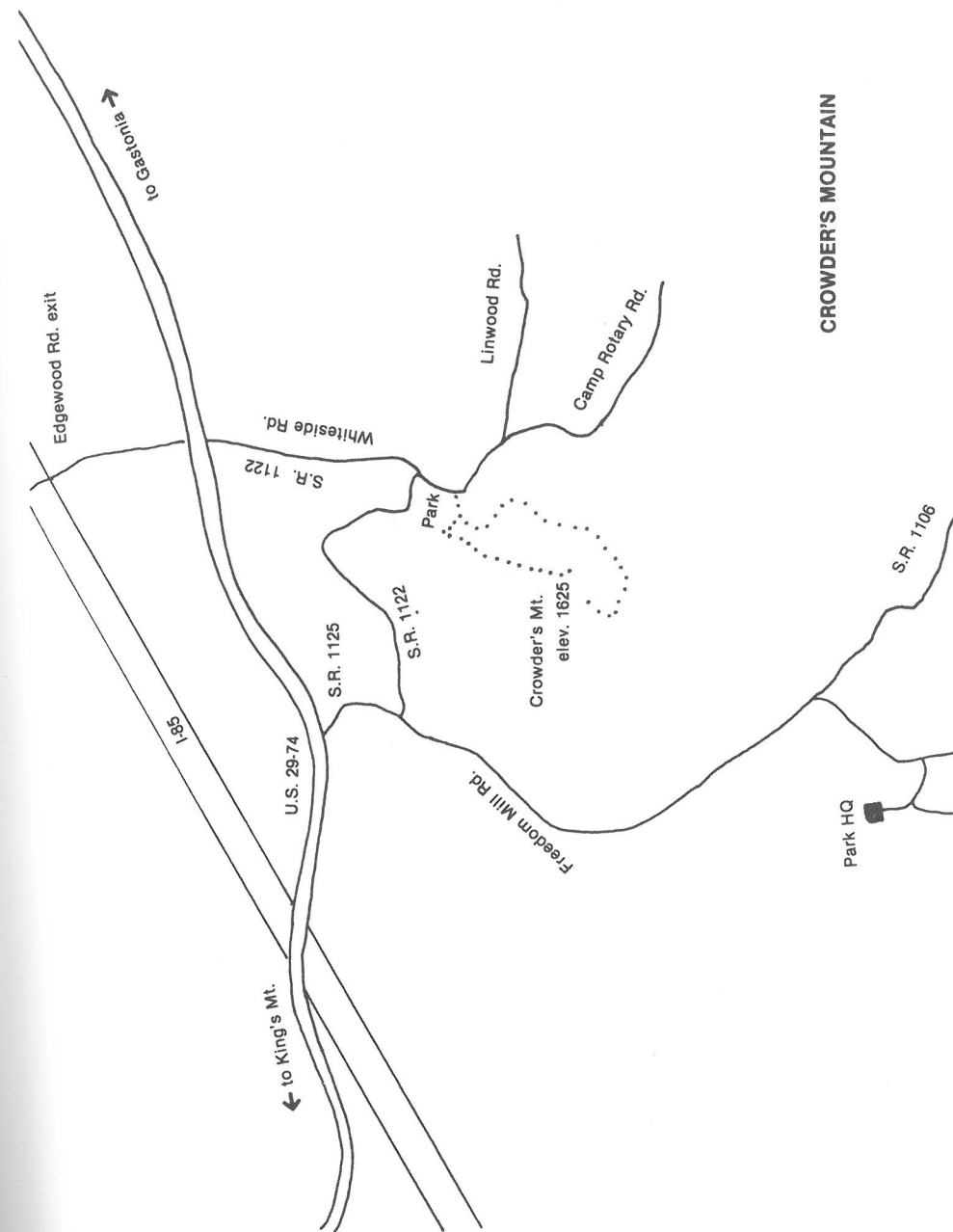
The camping fee is \$5.00 per night per site.

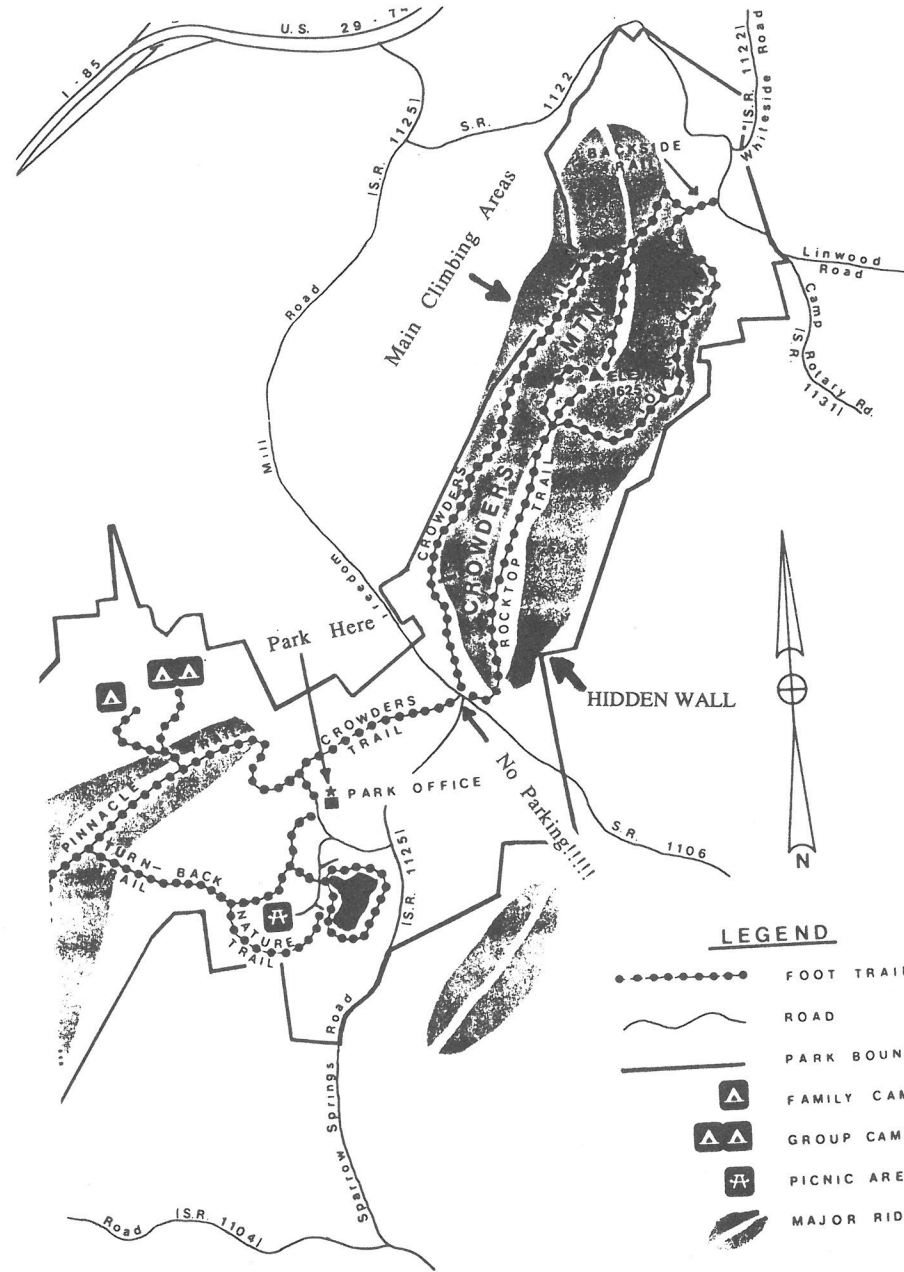
WEATHER

The features that make this a good three season climbing area (southern location, southern exposure, and low elevation) help make it an equally unpleasant spot during much of the summer.

EMERGENCY AND RESCUE SERVICES

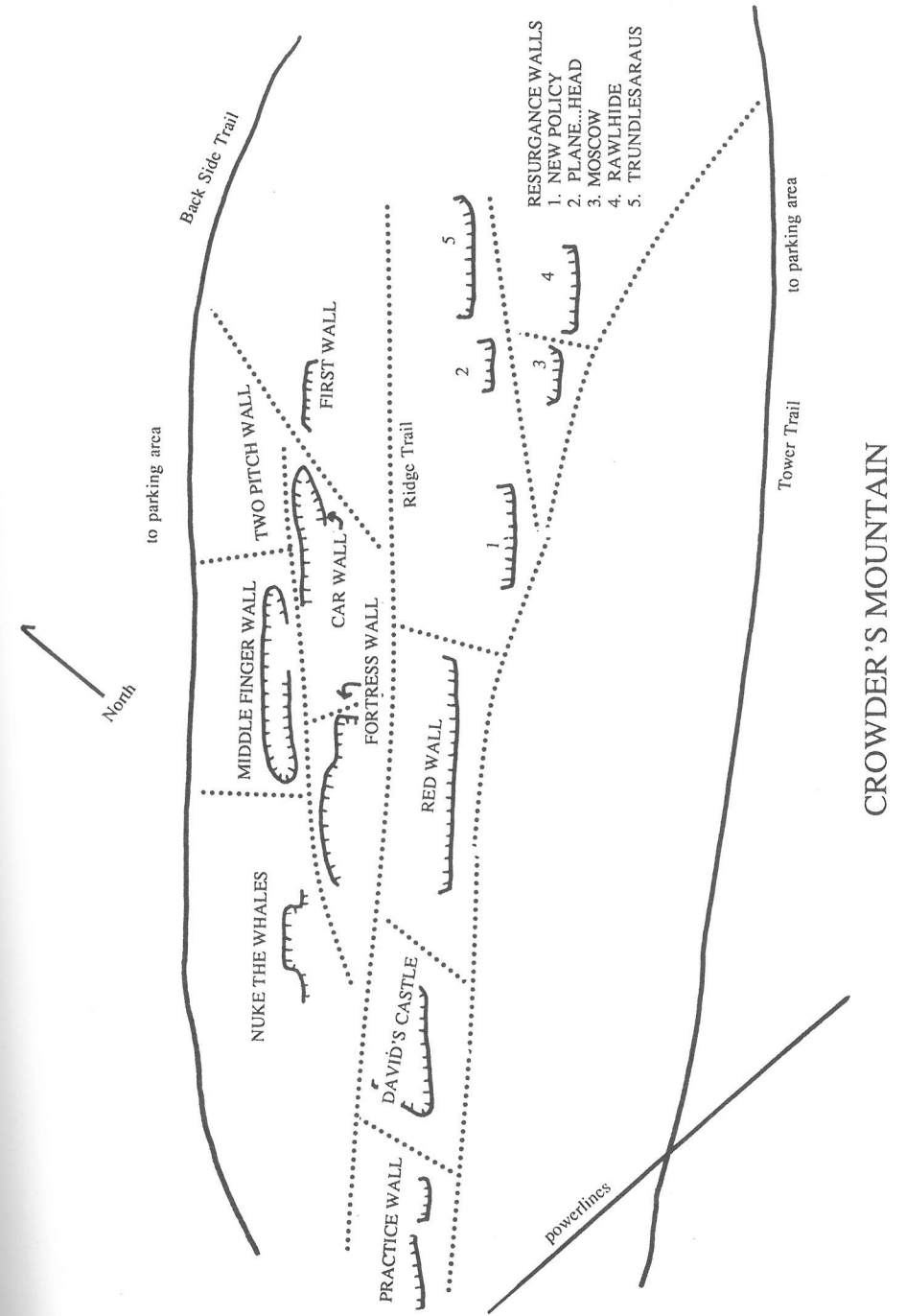
For rescues call the park office: (704) 853-5375 or Gaston County 911. The nearest full-service hospital is Gaston Memorial: (704) 866-2000. There is also a hospital at Kings Mountain: (704) 739-3601.



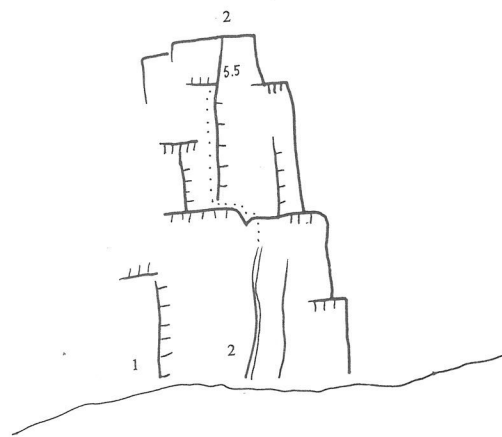


LEGEND

- FOOT TRAIL
- ~~~~~ ROAD
- PARK BOUNDARY
- ▲ FAMILY CAMPING
- ▲▲ GROUP CAMPING
- ⊕ PICNIC AREA
- ▬ MAJOR RIDGE

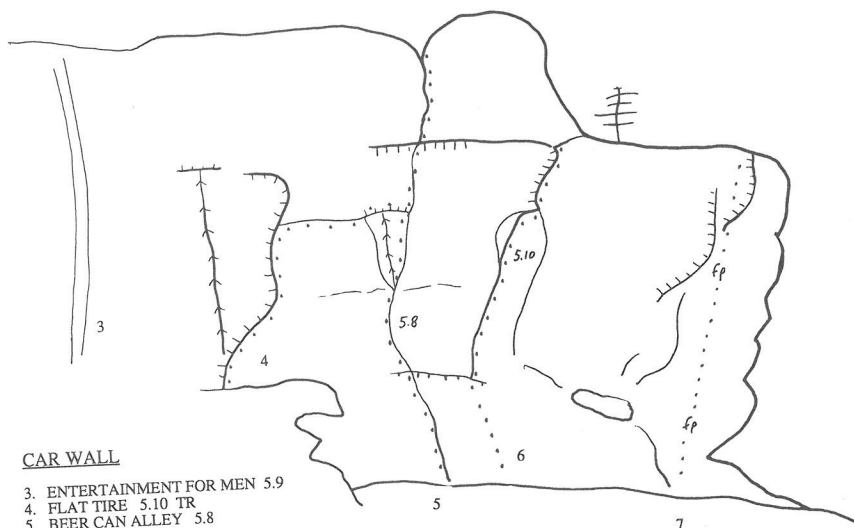


CROWDER'S MOUNTAIN



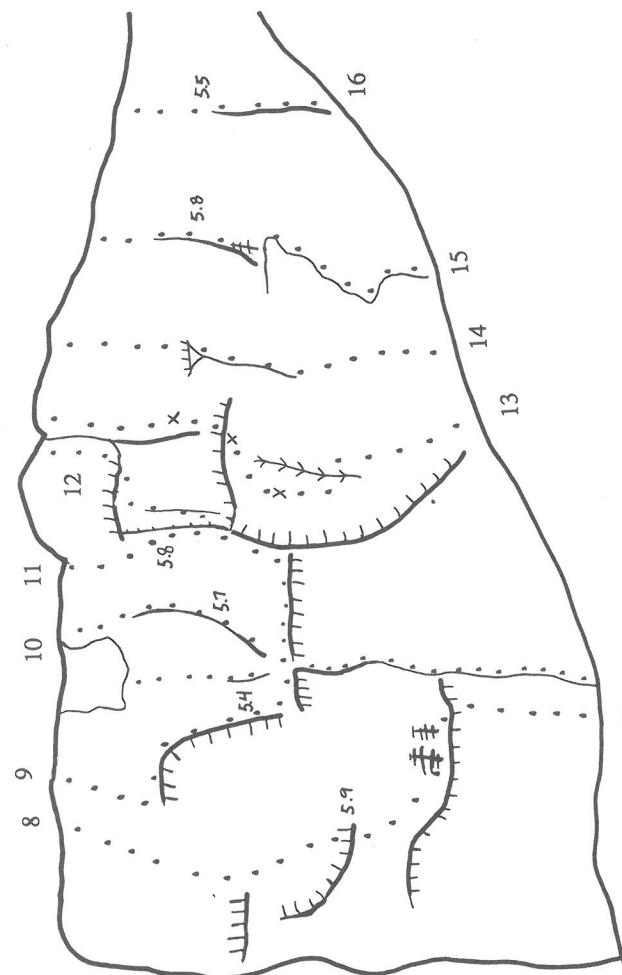
FIRST WALL

- 1. SAFETY DANCE 5.6
- 2. BEER CAN ALLEY 5.5



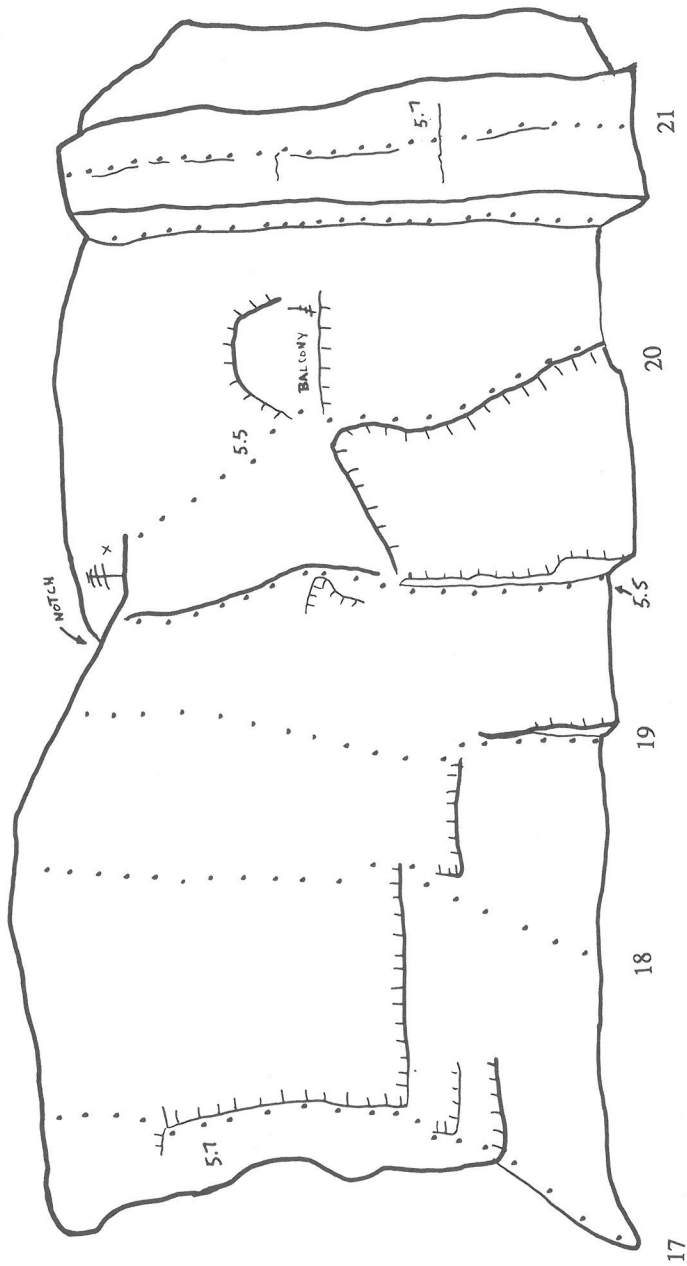
CAR WALL

- 3. ENTERTAINMENT FOR MEN 5.9
- 4. FLAT TIRE 5.10 TR
- 5. BEER CAN ALLEY 5.8
- 6. FIRESTONE 5.10
- 7. SCORCHED EARTH DEFENSES 5.10+



TWO PITCH WALL

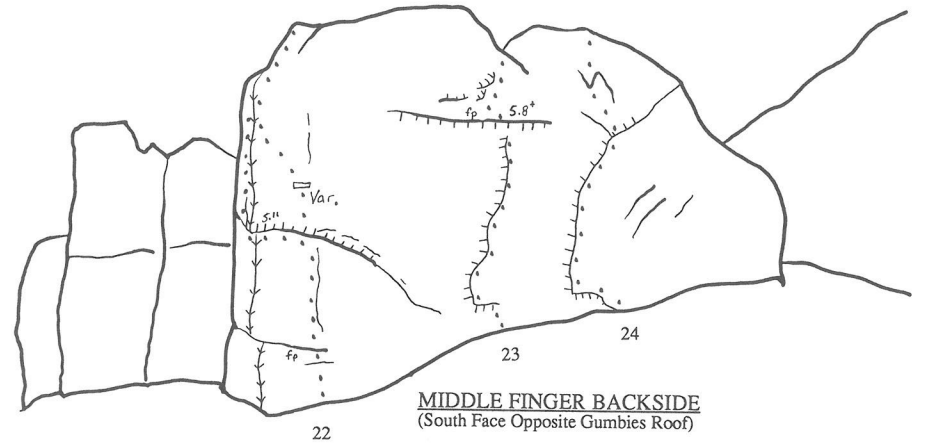
- 8. CAMBODIAN HOLIDAY 5.9
- 9. TWO PITCH 5.4
- 10. EAT A PEACH 5.7
- 11. PREDESTINATION 5.8
- 12. DESTINATION VAR. 5.8+
- 13. SECRET SERVICE 5.10+
- 14. DOUBLE NAUGHT SPY 5.9 R
- 15. THE INTIMIDATOR 5.8
- 16. TRASH COMPACTOR



MIDDLE FINGER WALL

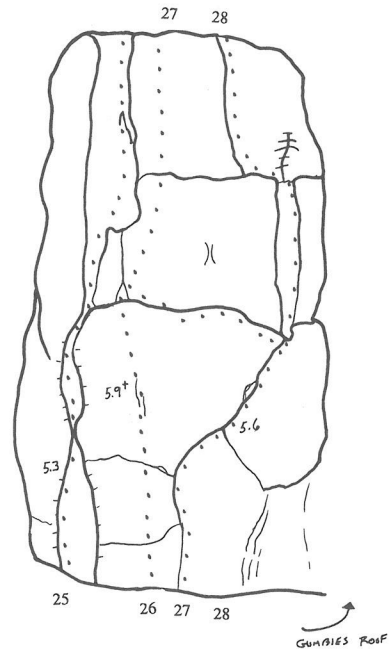
- 17. MIDDLE FINGER 5.7
- 18. POCKET OF LIKEN' 5.7
- 19. FLEXIBLE FLYER 5.9+R

- 20. THE BALCONY 5.5
- 21. IRON CURTAIN 5.7



MIDDLE FINGER BACKSIDE
(South Face Opposite Gumbies Roof)

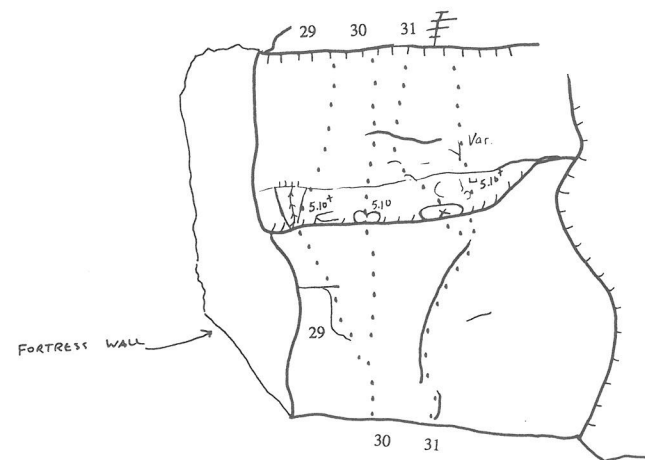
- 22. PICK-A-DILLY PROW 5.11
- 23. PLEASANT DREAMS 5.8+
- 24. THE BEAR 5.7



FORTRESS WALL

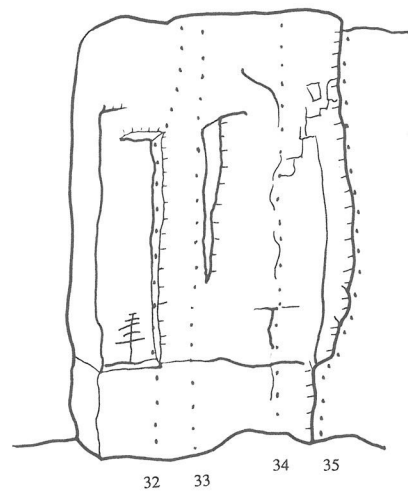
- 25. BIG CRACK 5.3
- 26. DIRECT 5.9+

- 27. FORTRESS FINGERS 5.10
- 28. FINGER CRACK 5.6



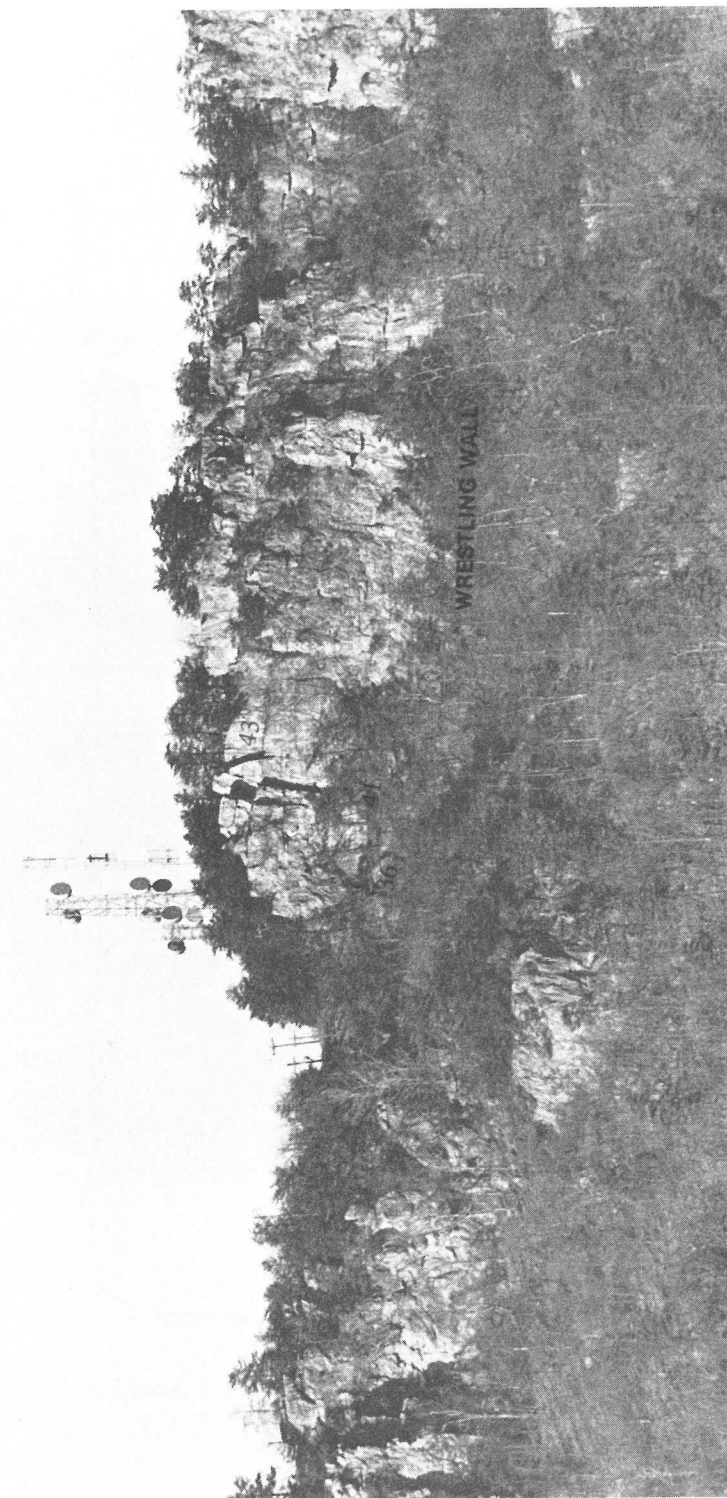
GUMBIES ROOF

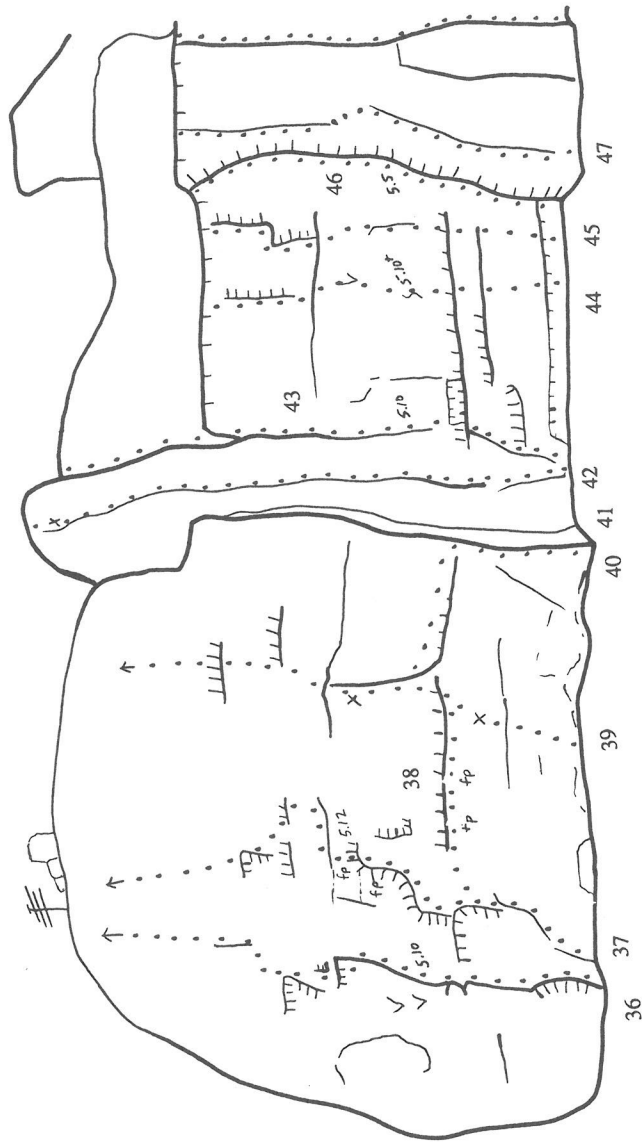
- 29. AERIAL ACT 5.10d
- 30. EYE SOCKETS 5.10
- 31. GUMBIES GO HOME 5.10d



NUKE THE WHALES WALL

- 32. NUKE THE WHALES 5.6
- 33. SAVE THE WAILS 5.7
- 34. LOYAL ORDER OF THE TOAD 5.7
- 35. ORANGE CORNER 5.5





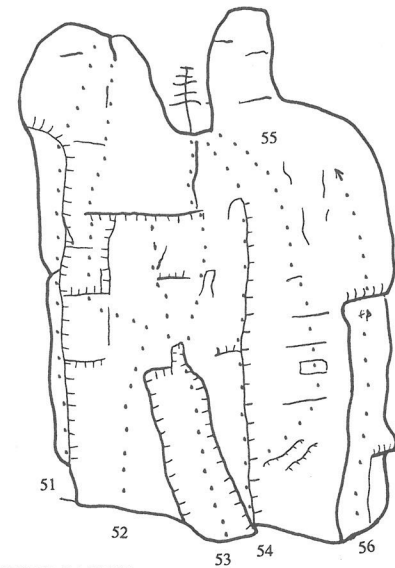
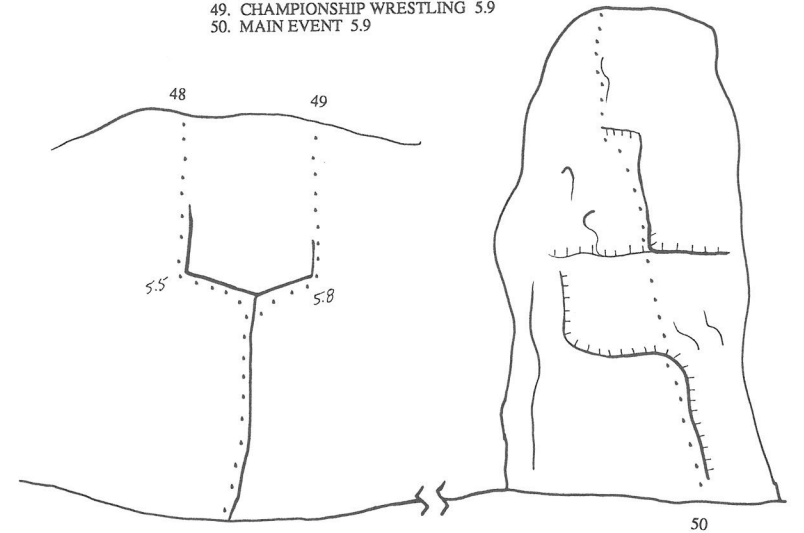
PRACTICE WALL

- 36. BURN CRACK 5.10
- 37. SKUNKPIE 5.12
- 38. KLINGON TRAVERSE 5.12
- 39. BLACK FLAG DIRECT 5.13
- 40. BLACK FLAG 5.10d
- 41. GASTONIA CRACK 5.4

- 42. PLAYGROUND 5.9+
- 43. THE WALL 5.10
- 44. BRICK IN THE WALL 5.10d
- 45. ANOTHER BRICK IN THE WALL 5.10d
- 46. MIKE'S CRACK 5.5
- 47. SO IT GOES 5.8+

WRESTLING WALL

- 48. IN THIS CORNER 5.5
- 49. CHAMPIONSHIP WRESTLING 5.9
- 50. MAIN EVENT 5.9



DAVID'S CASTLE

- 51. NUCLEAR COTTAGE CHEESE 5.9+
- 52. OVERHANG DIRECT 5.8
- 53. THE DISH 5.9 R

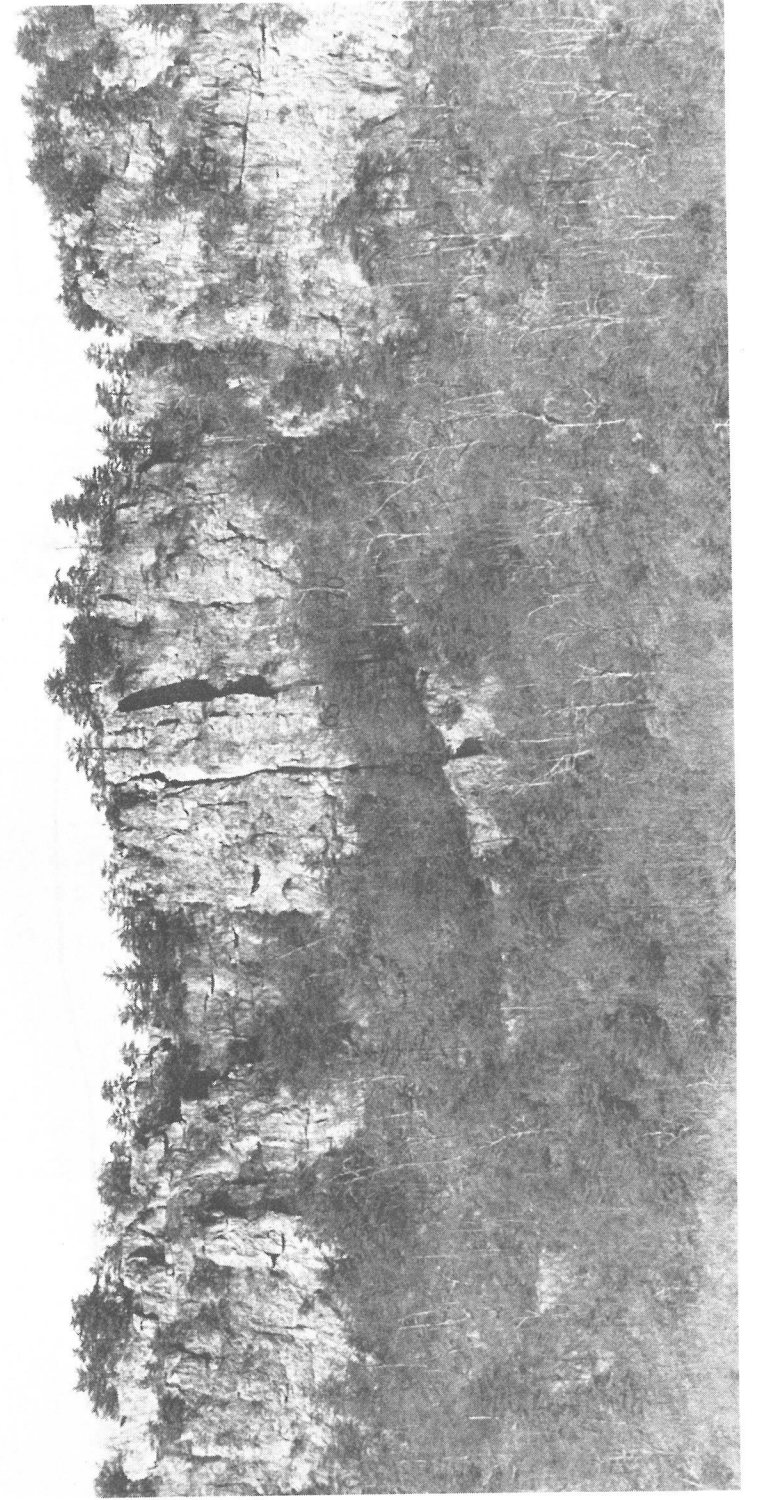
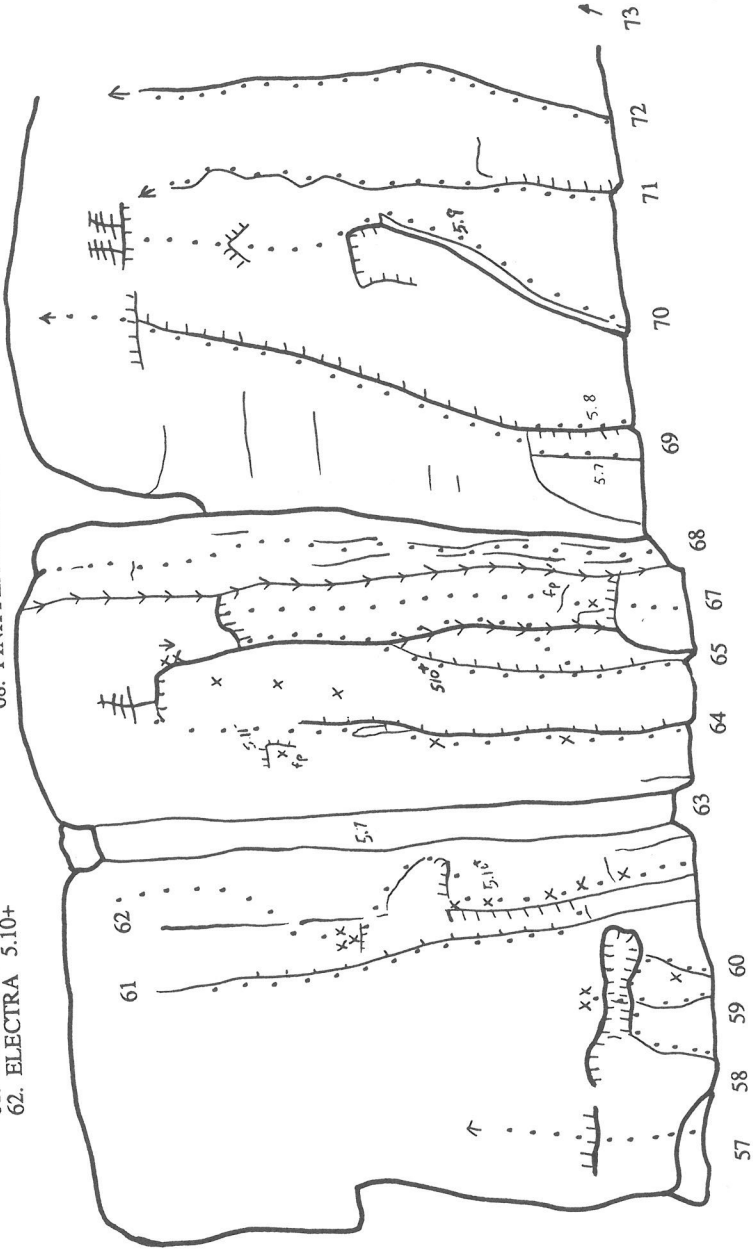
- 54. OOGA CHOCKA 5.8
- 55. THE NOSE 5.5
- 56. STUPID ROOF 5.10

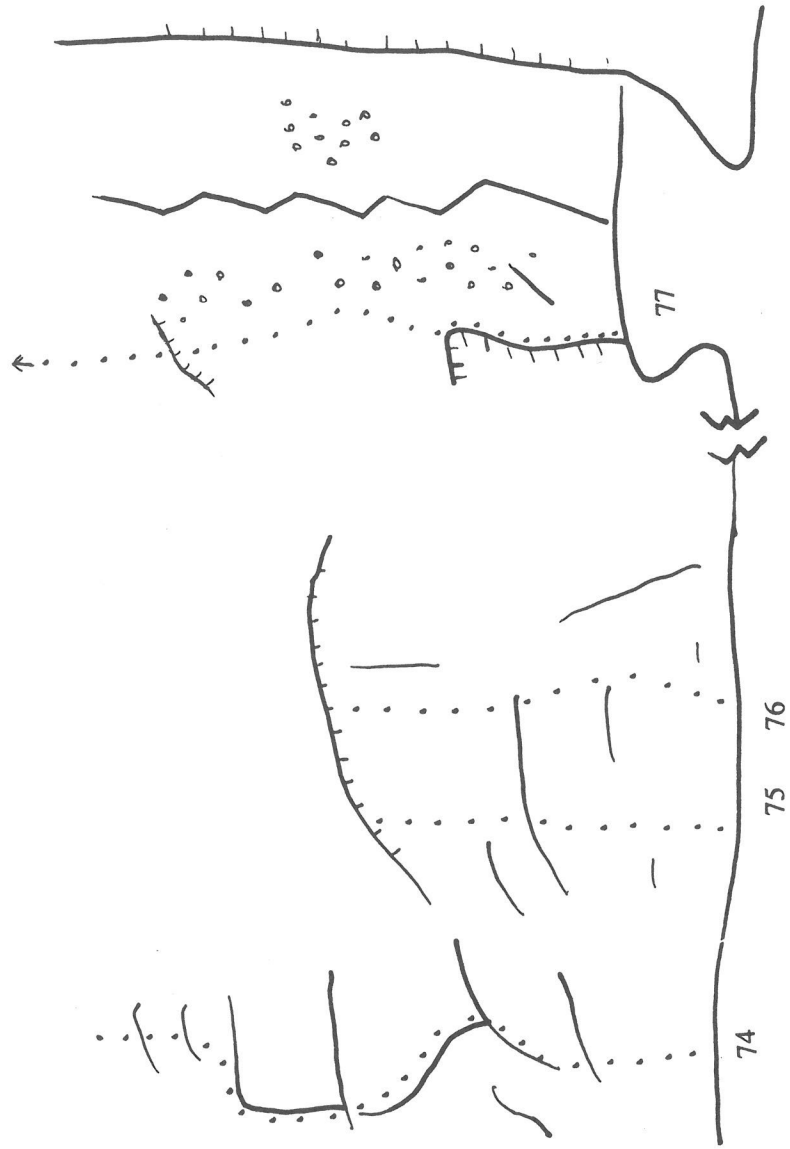
DAVID'S CASTLE WALL

- 57. ROCKY'S ROOF 5.10
- 58. PSYCHOTIC REACTION 5.10
- 59. TWO STEP 5.10
- 60. BETWEEN THE BETWIX 5.10
- 61. GOLDEN SHOWER 5.9
- 62. ELECTRA 5.10+

- 63. CATERPILLAR 5.7
- 64. ENERGY CZAR 5.11a
- 65. INSTANT KARMA 5.10
- 66. IN. KARMA DIR. 5.10d
- 67. TEMP. TRADITION 5.11a
- 68. PINK FLAMINGO 5.11a

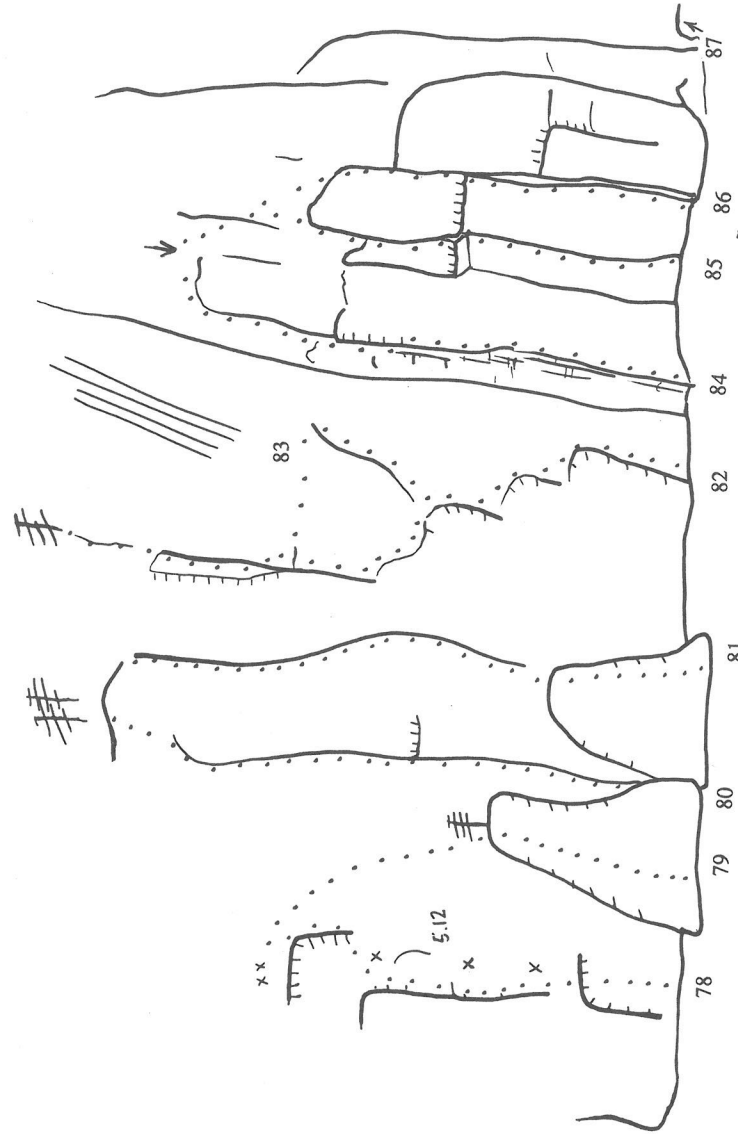
- 69. WHAT ELSE IS THERE TO DO 5.6
- 70. SADISTIC RHYTHM 5.9
- 71. FOUR PLAY 5.4
- 72. RESPIRATOR 5.8 R
- 73. HANDLE WITH CARE 5.6





RISING SUN WALL

- 74. BUDDHA BULGE 5.10
- 75. 60 SECONDS OVER TOKYO 5.10
- 76. YOKOHAMA MAMA 5.10
- 77. ASK MR. SCIENCE 5.9+



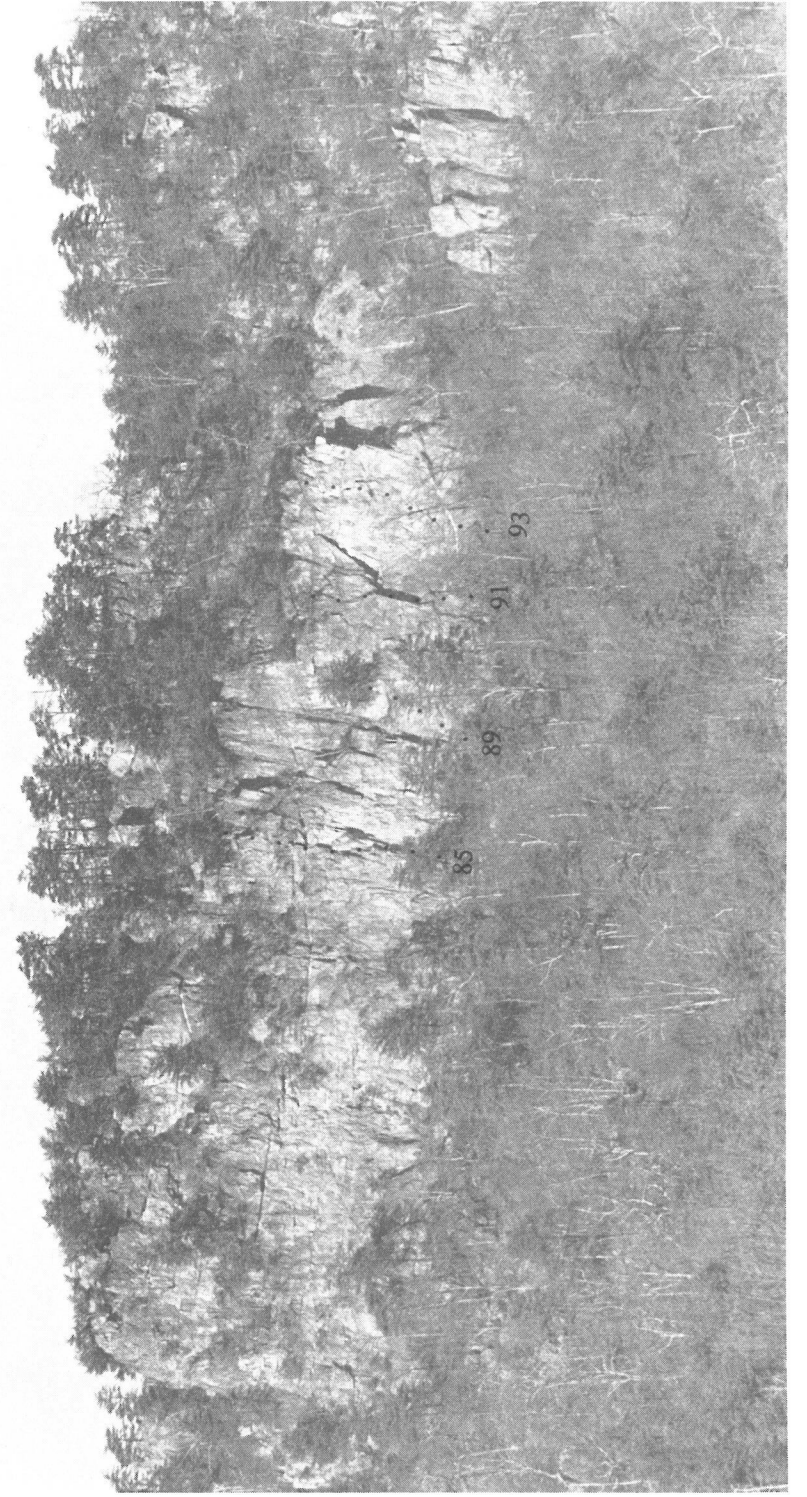
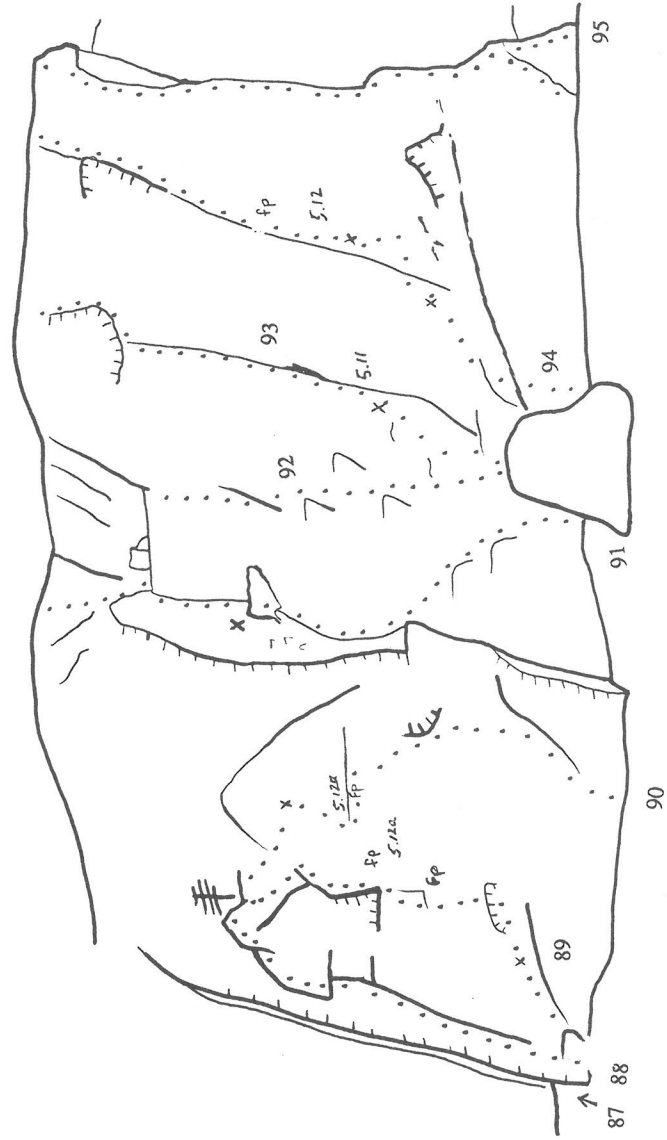
RED WALL - LEFT SIDE

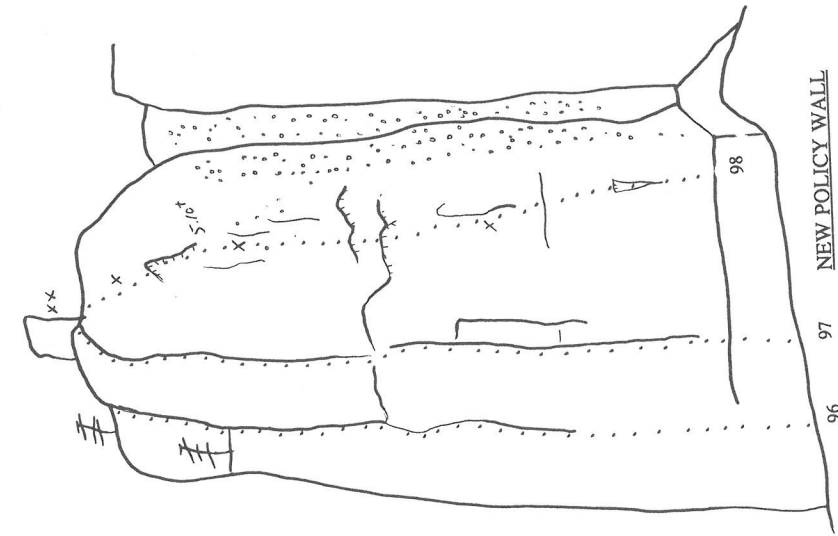
- 78. SILENCE THE CRITICS 5.12
- 79. JUMPING JUNIPERS 5.9
- 80. MELLOW FELLOW 5.8
- 81. TARGET PRACTICE 5.8
- 82. SPRING FLING 5.8
- 83. SPRING SWING 5.8
- 84. BEER WOLF 5.9+
- 85. SPRING FEVER 5.7
- 86. SPRING BREAK 5.8
- 87. RED WALL CHIMNEY 5.3

RED WALL - RIGHT SIDE

- 87. RED WALL CHIMNEY 5.3
- 88. KITTY LITTER 5.9+
- 89. WELCOME TO CROWDERS 5.12a
- 90. T.K.O. 5.12a
- 91. SCRAMBLE MY FEEDBACK 5.10

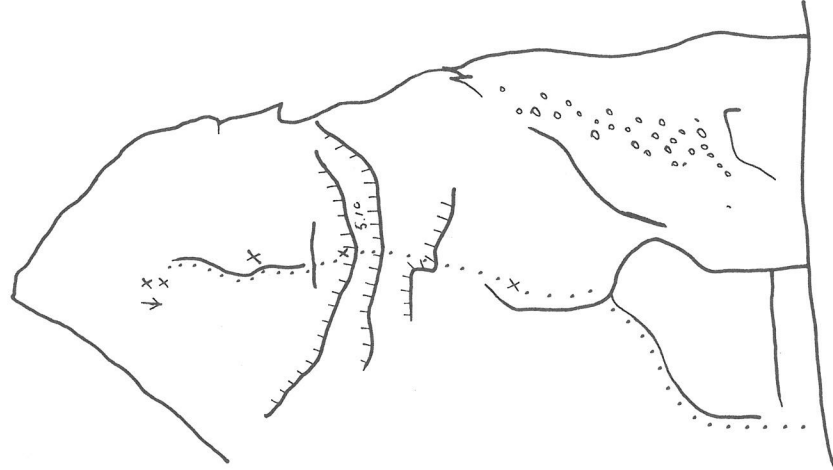
- 92. 911 5.8
- 93. AXIS 5.11
- 94. FASHION 5.12b
- 95. TOM TOM CLUB 5.9 R



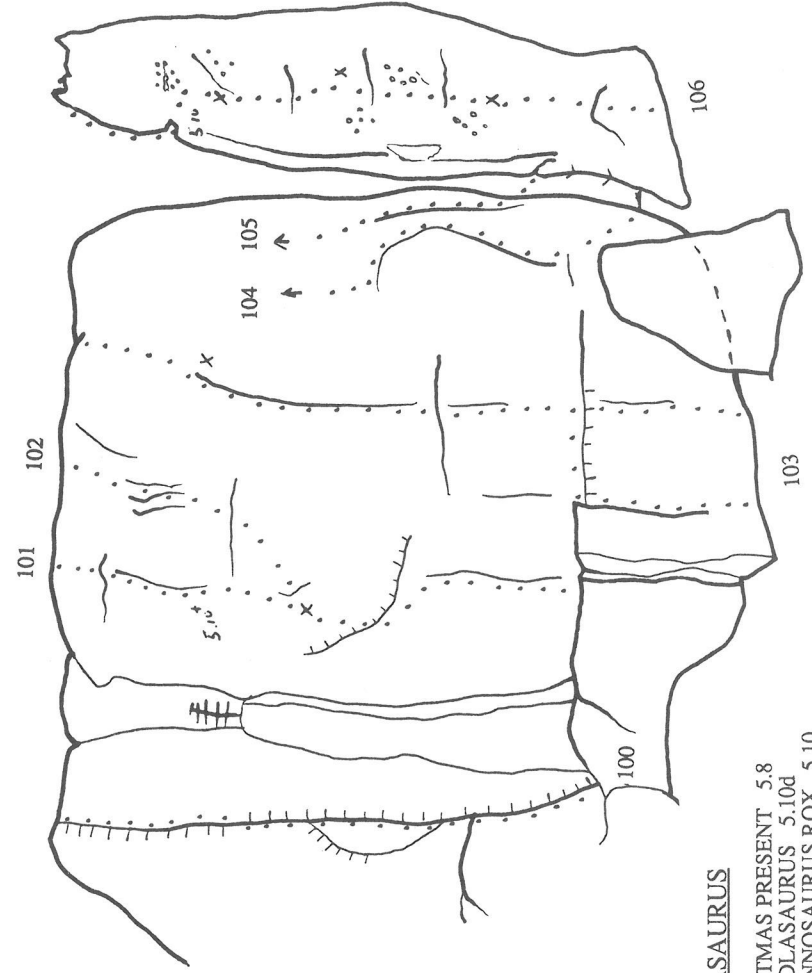


NEW POLICY WALL

- 96. ALGEBRA 5.7
- 97. ONE TO THE 1ST POWER 5.104
- 98. NEW POLICY 5.104

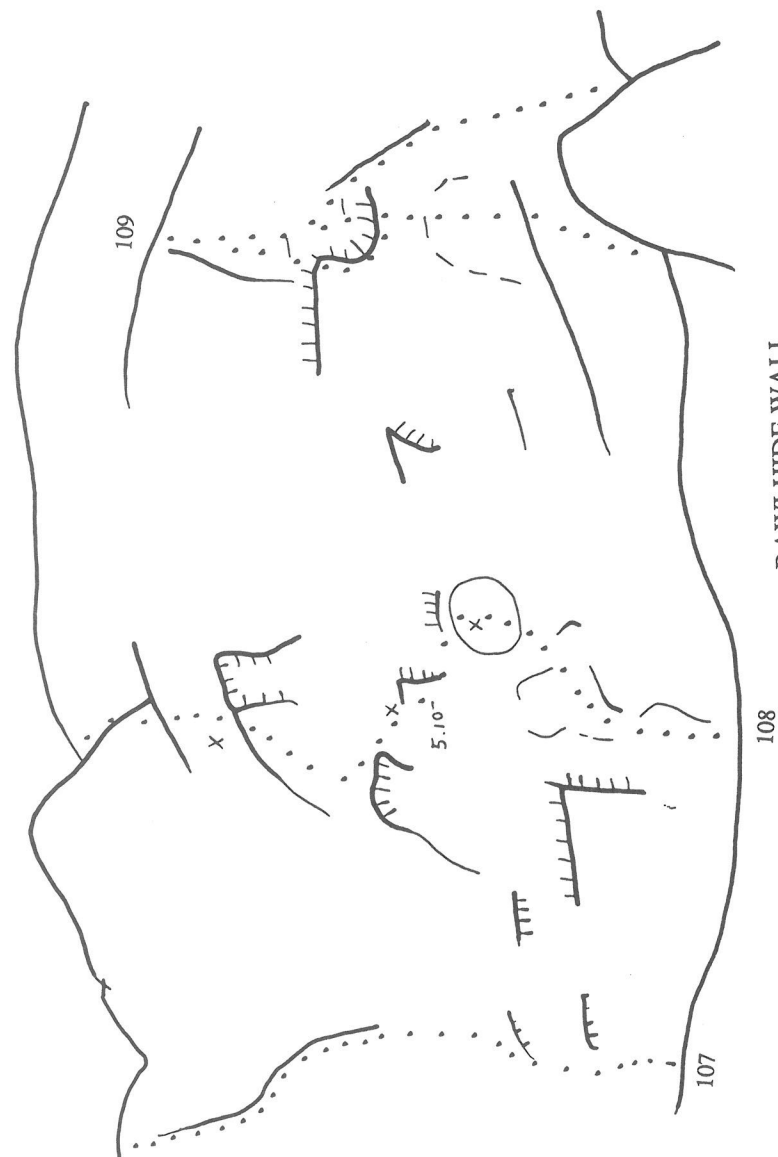


99. PLANE ABOVE YOUR HEAD 5.10



TRUNDLASAURUS

- 100. CHRISTMAS PRESENT 5.8
- 101. TRUNDLASAURUS 5.104
- 102. TYRANNOSAURUS ROX 5.10
- 103. PASSING OUT WOLF TICKETS 5.10
- 104. NO EXPERIENCE NECESSARY 5.6
- 105. JUST LIKE OLD TIMES 5.8
- 106. DEWEY USED TO LOVE IT 5.10

RAWLHIDE WALL

107. CRO-MAGNON CRACK 5.5
 108. RAWLHIDE 5.10
 109. ARBORCIDE 5.9 (5.11 var.)

HIDDEN WALL

LOCATION AND APPROACH

The Hidden Wall is located in a different area of the park. The wall is located near the intersection of Freedom Mill Road and Sparrow Springs Road. It is very important that all climbers avoid parking at the intersection. All climbers must park at the Crowder's Mountain State Park office. You can register at the office. Hike the Crowder's trail for 1 mile to the road. Cross the road and hike up the Rock Top Trail for about 50 yards. Skirt around right to the base of the cliff. Remember that mountain bicycles are forbidden on these trails.

1. ROCKAFARI 5.10

Not shown. Located on the first rock. Short but very steep climbing 50 ft. right of DOUG'S CHIMNEY. Diagonal up and right.

2. BELLY CRAWL 5.9

Not shown. The right angling squeeze chimney.

3. GENESIS 5.8

Not shown. Short layback crack 50 ft. right of DOUG'S CHIMNEY.

4. THE BOLTER PROBLEM 5.10

Not shown. The first route right of the 4th class gully. 1 bolt and fixed anchors.

5. PERPLEXUS 5.11c

Not shown. Face climb to a right leaning groove on the roof 5 ft. to the right of BOLTER PROBLEM. Climb past 2 bolts to fixed anchors.

6. WASPAFARIAN 5.10

Not shown. Climb past 2 bolts and a pin to fixed anchors. 15 ft. right of PERPLEXUS.

7. TOP THAT 5.8

Follow cracks on low angle face to a corner and rotten rock at the top. Located 15 ft. right of WASPAFARIAN.

8. TOP THAT DIR. START 5.10**9. ELASTIC REBOUND THEORY 5.11d**

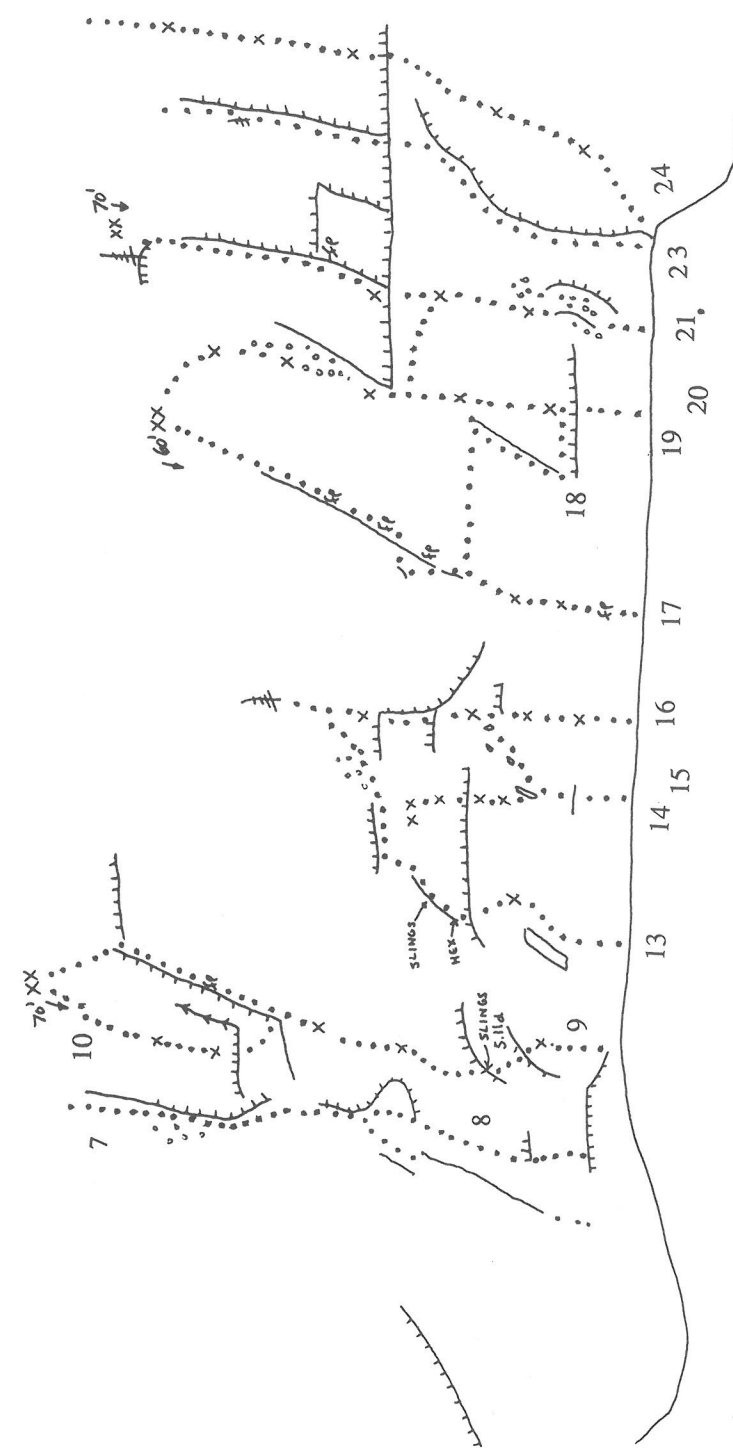
Climb past fixed slings in the overhang. Continue up the corner to fixed anchors.

10. ANTHRAX 5.12

Start on ELASTIC REBOUND THEORY and climb up to the 2nd bolt and traverse left onto the arete and the face.

11. **THE WHINING** 5.12a
Not shown. Located 15 ft. right of ELASTIC REBOUND THEORY. Climb past 4 bolts to anchors.
12. **WHINING AGAIN** 5.12a
Not shown. From the anchors of THE WHINING traverse left and finish on ANTHRAX.
13. **DIXIE FURY** 5.12
Carry a few Friends.
14. **MUDBONE** 5.12d
Take Friends.
15. **SLABSTERS LAMENT** 5.12b
Take #1-3 Friends, quick draws, and long slings.
16. **SLABSTERS LAMENT DIR. START** 5.12d/13a
Take 5 quick draws.
17. **THE SNAG** 5.13a
A direct start to TOXIC SHOCK. Take 9 quick draws and a large nut.
18. **BLACK SAND BEACHES** 5.11d
Clip the 1st bolt of TOXIC SHOCK. Climb left of the bolt on a right leaning seam. Finish on TOXIC SHOCK.
19. **TOXIC SHOCK** 5.11d
Clip the bolt above the overhang and continue up the face to a 2nd bolt. Traverse left to an obvious crack. Take Friends, quick draws and long slings.
20. **TOXIC SHOCK DIR. FIN.** 5.9
Go straight up after the 2nd bolt.
21. **PTERANODON** 5.11a
Located 15 ft. right of TOXIC SHOCK. Take quick draws.
22. **PATH TO EXTINCTION** 5.10
From the 2nd bolt on PTERANODON, traverse left and up TOXIC SHOCK DIRECT FINISH. Take a #3.5 Friend and long slings.
23. **DOUG'S DIHEDRAL** 5.11 R/X
24. **THE CARNIVORE** 5.13

CROWDER'S MOUNTAIN - HIDDEN WALL



25. LAKEVIEW SLAB 5.7

Not shown. Located 75 ft. right of THE CARNIVORE on the left side of the face.

26. AIRVIEW SLAB 5.8

Not shown. Located 15 ft. right of LAKEVIEW SLAB.

27. DR. JECKYL'S HIDE 5.9

Not shown. Climb a right-facing corner to a roof. Begins 25 ft. right of the slab with a small roof.

28. DR. JECKYL'S RIDE 5.10a

Not shown. Climb the face 15 ft. right of DR. JECKYL'S HIDE.

29. ABSENT FROM THE BODY 5.9+

Not shown. Starts at the far right end of the wall at an arete in a gully.

30. MANDATORY ACTION 5.10

Not shown. Start on an arete on the north facing side of the wall. TCUs and 1 bolt.

31. MANDATORY REACTION 5.10

Not shown. The same start as ABSENT FROM THE BODY. Move right around the corner to the north facing wall.

The Mountains

The Appalachian range reaches its apex in western North Carolina, the crowning glory of the eastern mountains. Mt. Mitchell, at 6,684'. is the highest point in the eastern United States and is companion to dozens of other peaks almost as high. Millions of years ago this region boasted a great mountain range, far higher than the Himalayas of today. What we find in this century are old and weathered remains of that vast range, mountains formed from the debris of eroded summits that once soared over 30,000'. Gone are the great high altitude peaks of snow and ice. However, for the technical climber the present day mountains are a southern paradise, with many exposed areas of rock stretching all along the range. Granite domes, steep quartzite walls, slabs, short one-pitch cliffs, and thousand foot big walls are all found in the mountains of North Carolina. This region holds seemingly countless routes of high quality and tremendous variety.

SHIP ROCK

Ship Rock, one of the most famous peaks in North Carolina, sits on the flanks of Grandfather Mountain. Its rocky slopes attracted explorers long before people dreamed of ascending its many cliffs. Grandfather Mountain was once thought to be the highest peak in North America. Although the mountain is located only a short distance south of the city of Boone, local rock climbers did not develop the area until the 1980s. The slopes were difficult to approach and hidden by the dense undergrowth of this wild mountainous environment. During the construction of the last link of the Blue Ridge Parkway in the late 1970s and 1980s, the door was opened to gain easy access to the rock. Once the area opened to easy foot travel, the potential of Ship Rock became apparent. Climbers noticed the many beautiful faces, cracks, corners, roofs, and the overall excellent protection that the rock provides. The presence of the parkway and the new Tanawha Trail have eased access for climbers and hikers. We were lucky enough to climb at Ship Rock when the only other people were the hang gliders overhead. The first route was done in 1980. Today there are over 50 routes of varying difficulty.

ACCESS ISSUES

The following information was provided by the National Park Service: "The high-elevation plant community in the Rough Ridge and Ship Rock areas of Grandfather Mountain is extremely fragile. In fact, this particular plant community is the only one of its kind that has not been trampled out of existence. The National Park Service asks for your cooperation in protecting this vegetation and asks that you confine your movements to the bare rock surfaces within the designated rock climbing areas and established trails. Climbers should walk along the Parkway to the base of Ship Rock. The route should be reversed when exiting the Ship Rock area. Thank you for your cooperation."

CLOSED AREAS: This guide does not normally call attention to closed areas, however, visitors to Grandfather Mountain can easily see many other cliffs scattered along

the eastern flank of the mountain. These privately owned areas are closed to climbing. A series of accidents on Ship Rock forced the owners of Grandfather Mountain to consider the question of liability and on the advice of their attorneys, closed the mountain. The family which owns Grandfather Mountain has a long history of supporting outdoors people and environmental issues. With luck some kind of agreement may be worked out to allow climbing in the future. Meanwhile, please limit your Grandfather Mountain climbing to Ship Rock.

LOCATION, APPROACH AND DESCENT

Drive on the Blue Ridge Parkway to the Rough Ridge pull-off at about milepost 303 or the Wilson Creek parking area further south, Ship Rock is located about .5 mile south of the parking area. **DO NOT PARK ALONG THE PARKWAY!** Walk south down the roadway toward the viaduct, past the bridge and the cut away rock to the base of Ship Rock. Walk up the trail to the rock. You will immediately be beneath HOP, SKIP, & A JUMP and VEIN OF PAIN. The trail follows the cliff along the main wall.

Whenever possible, rappel to the base. Do not use the old trail that leads from the top to the base of the cliff.

WEATHER

This is a high mountain area with high mountain weather. The temperatures in summer are generally cool and pleasant, although afternoon storms are common. Winter climbing is possible at times, but climbers should be aware that Grandfather Mountain is famous for its bitter winter weather.

CAMPING

Two National Park Service campgrounds are located on the Parkway within 15-20 minutes of Ship Rock. **Julian Price Campground** is located to the north and **Linville Falls Campground** to the south.

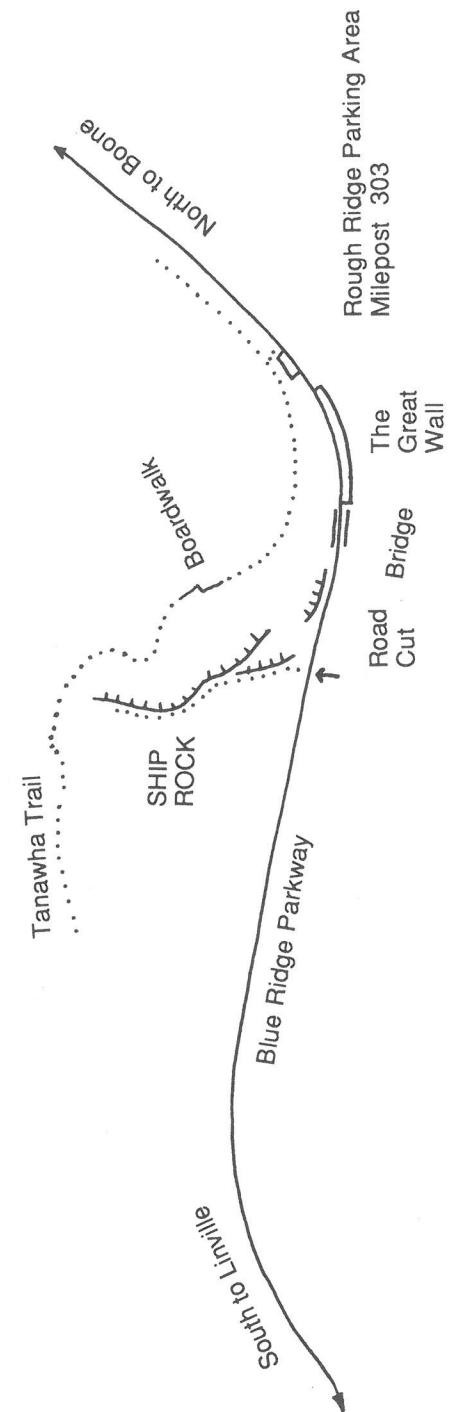
EMERGENCY AND RESCUE SERVICES

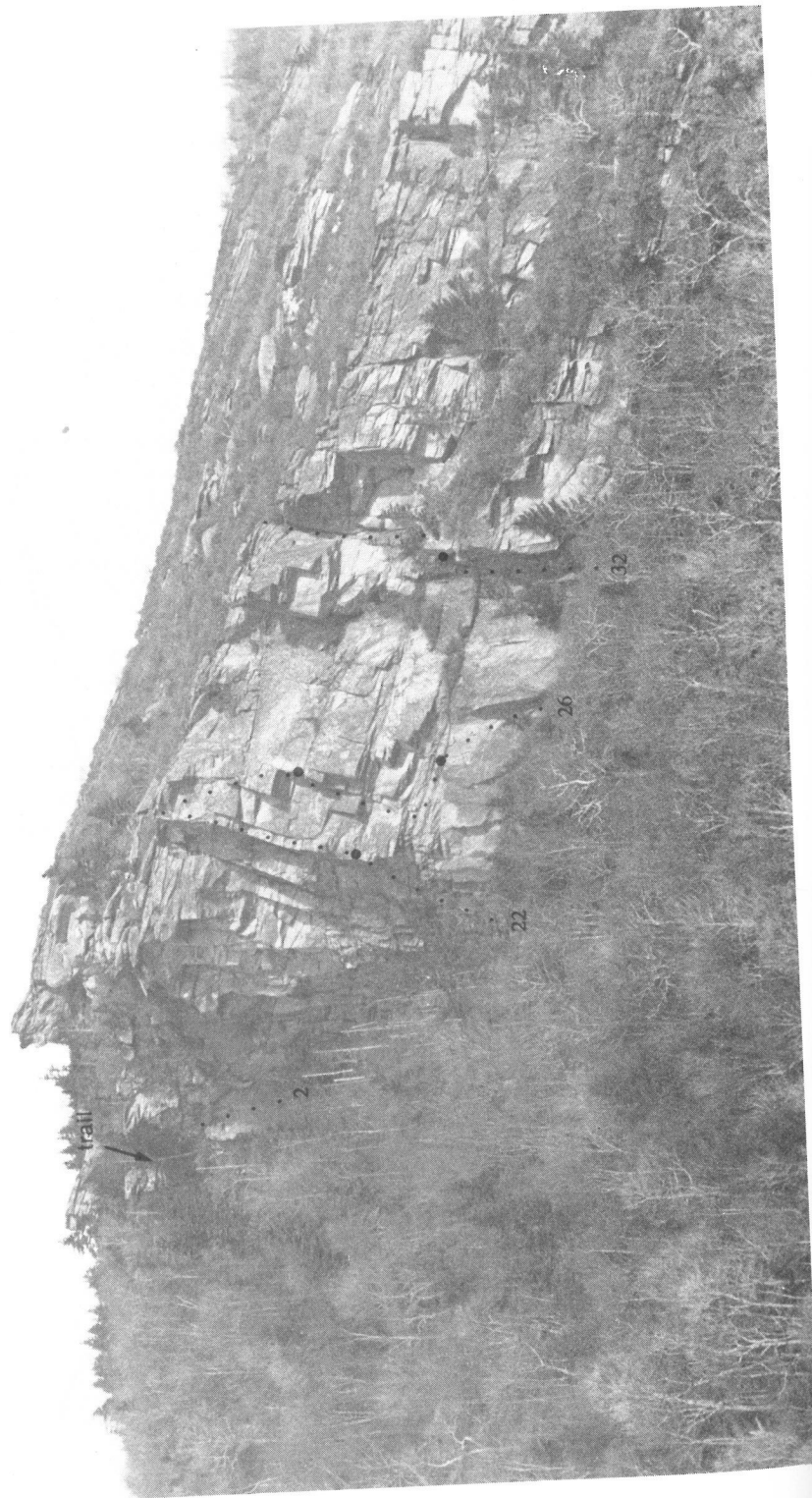
For rescue services call the Avery County Rescue Squad: (704) 733-5262.
Hospital services are available at Watauga County Hospital in Boone: (704) 264-2431.

SHIP ROCK

All other climbing areas on Grandfather Mountain are CLOSED!
Please do not trespass.

Stay on the trails. Several plant species in this area are endangered.





1. **THE ANGUISH OF CAPTAIN BLIGH** 5.11d *
2. **HARPOON** 5.10a *
3. **SAVE THE WHALES** 5.9
4. **ANAL ASPECT** 5.8
5. **V-8** 5.9
6. **OB ROUTE** 5.9
7. **SHERWOOD'S FIRST** 5.8

8. **WELCOME TO WATAUGA** 5.11
Many parties do the 1st pitch at 5.10c *.

9. **B.O.G. MAN** 5.10d *
10. **B.O.G. MAN DIRECT** 5.11a
11. **THE LINK** 5.12
12. **AIRLIE GARDENS** 5.9 *

13. **LINN COVE LULLABY** 5.10a *
A 2-bolt belay and a bolt at the crux was recently added.

14. **NUTRASWEET** 5.10
15. **FIRST FLIGHT** 5.11 *

16. **5.11 ROOF** 5.11
This goes up under **FIRST IN FLIGHT**, the first roof just left of the start of the **BROACH**.

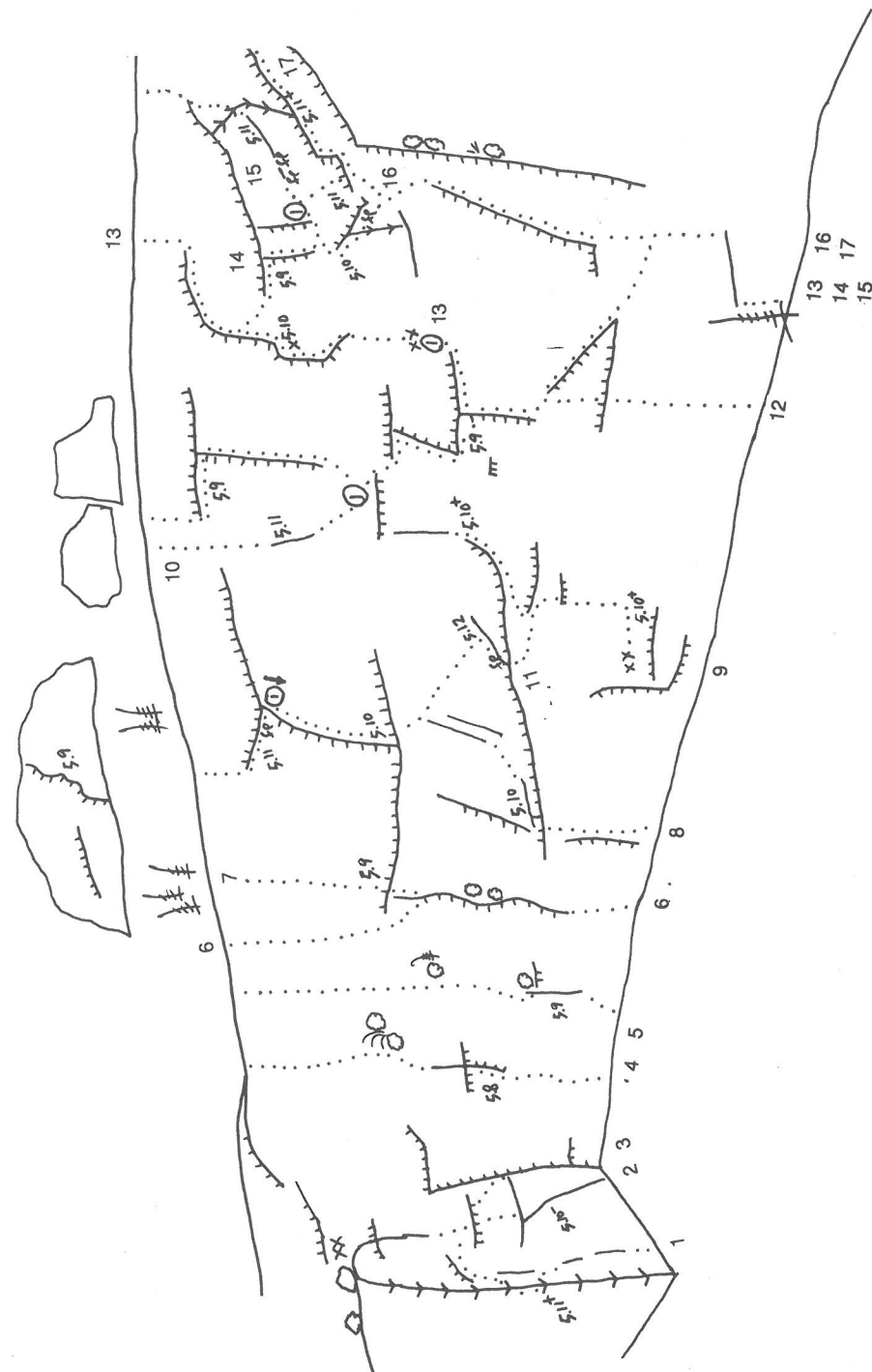
17. **THE BROACH** 5.11d *
The roof below the **FIRST IN FLIGHT** face.

18. **LEFT OF BUFFALO NICKEL** 5.5
19. **BUFFALO TIME** 5.9+
20. **BUFFALO NICKEL** 5.7
21. **BOARDWALK** 5.8 *
22. **K.B. CAPERS** 5.10a *
23. **FIRE POINT** 5.9+ R *
24. **HINDU KUSH DIR. START** 5.10d R

25. **ALTERNATIVE MAN** 5.12b/c *
P1. The obvious difficult arete. P2. Same as **HINDU KUSH**. P3. Instead of topping out, move right and pull the roof. Climb the face past a bolt to the top.

26. **HINDU KUSH** 5.8 *
Use any of several belay spots.

27. **BALTI PORTER** 5.10
This is located above the roof of **HINDU KUSH**. Go up and left.

**28. WOUNDED HINDU 5.10 R**

This links HINDU KUSH and WOUNDED KNEE.

29. WOUNDED KNEE 5.9+

P1. Start on HINDU KUSH and climb to a bushy ledge. Traverse way out right to a belay. P2. Climb past blocks to the roof. Traverse left to a slot in the roof. Continue up to a belay on HINDU KUSH.

30. ARTISTIC ARETE 5.13a**31. SPECIAL FORCES 5.11a R****32. BORROWED TIME 5.9+ *****33. THE GUMFIGHTER 5.11d *****34. REVIVAL 5.11 R/X****35. THE JINGOIST 5.11****36. PHASER 5.9+****37. RAZOR BOY 5.12****38. PROTECTORATE 5.9****39. PATIO ROOF 5.12****40. CHROMIUM CHAIN 5.11 ***

An excellent route, but one that has been the scene of numerous accidents. Toproping this route can be dangerous if the climber falls low on the climb.

41. GORPIN ENGULFIN 5.11d R**42. ME AND MY R.P. 5.9****43. CONSTRUCTION JOB 5.9**

The route originally had fixed pitons, but they have been removed. Protection may take some work.

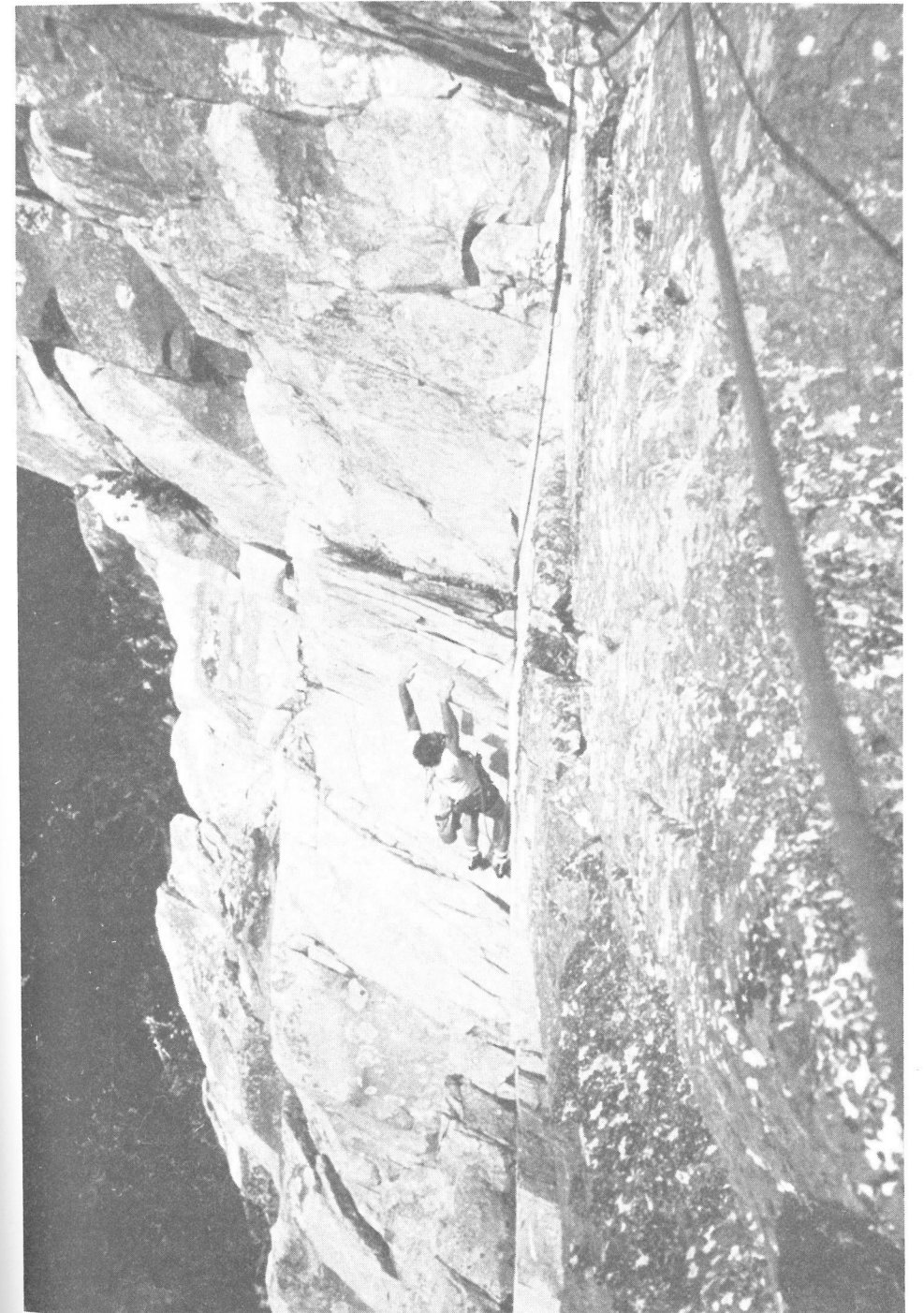
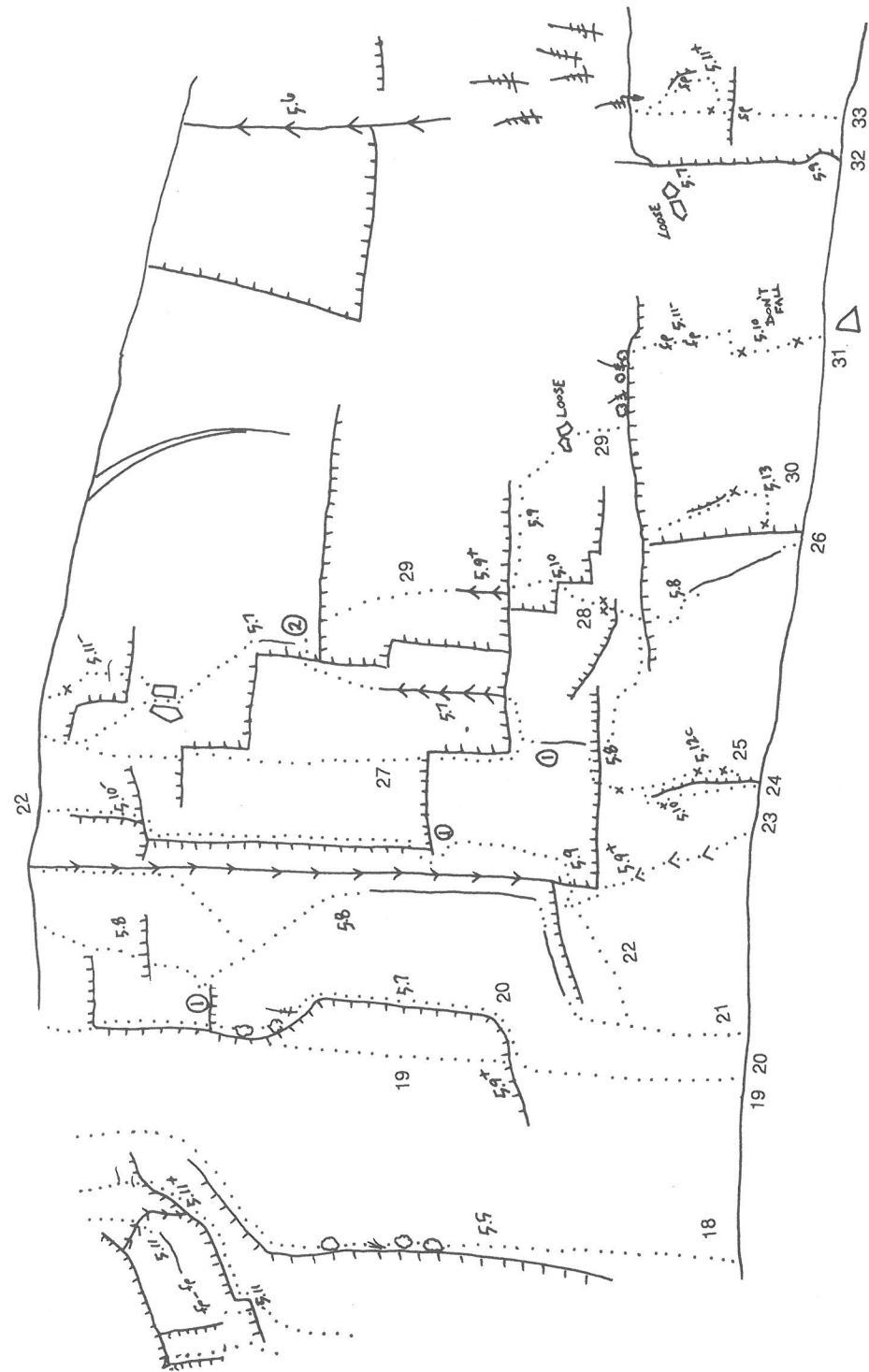
44. JAM SCAM 5.9**45. VEIN OF PAIN 5.10****46. HOP, SKIP, AND A JUMP 5.11 ***

The first route seen when walking up from the Parkway. The obvious thin roof crack.

UPPER TIER**47. MAIDEN VOYAGE 5.9**

Start up the 2nd pitch of BORROWED TIME, then move out right onto the face.

48. EDGE OF A DREAM 5.7**49. LOST AT SEA 5.8****50. WELCOME HOME 5.8****51. BAT MAN 5.9**



Thomas Kelley on LINN COVE LULLABYE, 5.10; Photo: Tom Howard

BETTER LATE THAN NEVER WALL

52. TIGHT OYSTER DIR. START 5.11

53. ROSIN BRED 5.8
Exit left under the roof band.

54. TIGHT OYSTER 5.10d
Start on ROSIN BRED. Instead of exiting left, pull through the offwidth overhang.

55. STEAM FINISH 5.9
Start on ROSIN BRED. Pull the roof at the corner.

56. ROOF FIN. TO ROSIN BRED 5.11
Climb straight up through the roof.

57. STRATTLE CASTOR 5.9+
Climb the obvious corner.

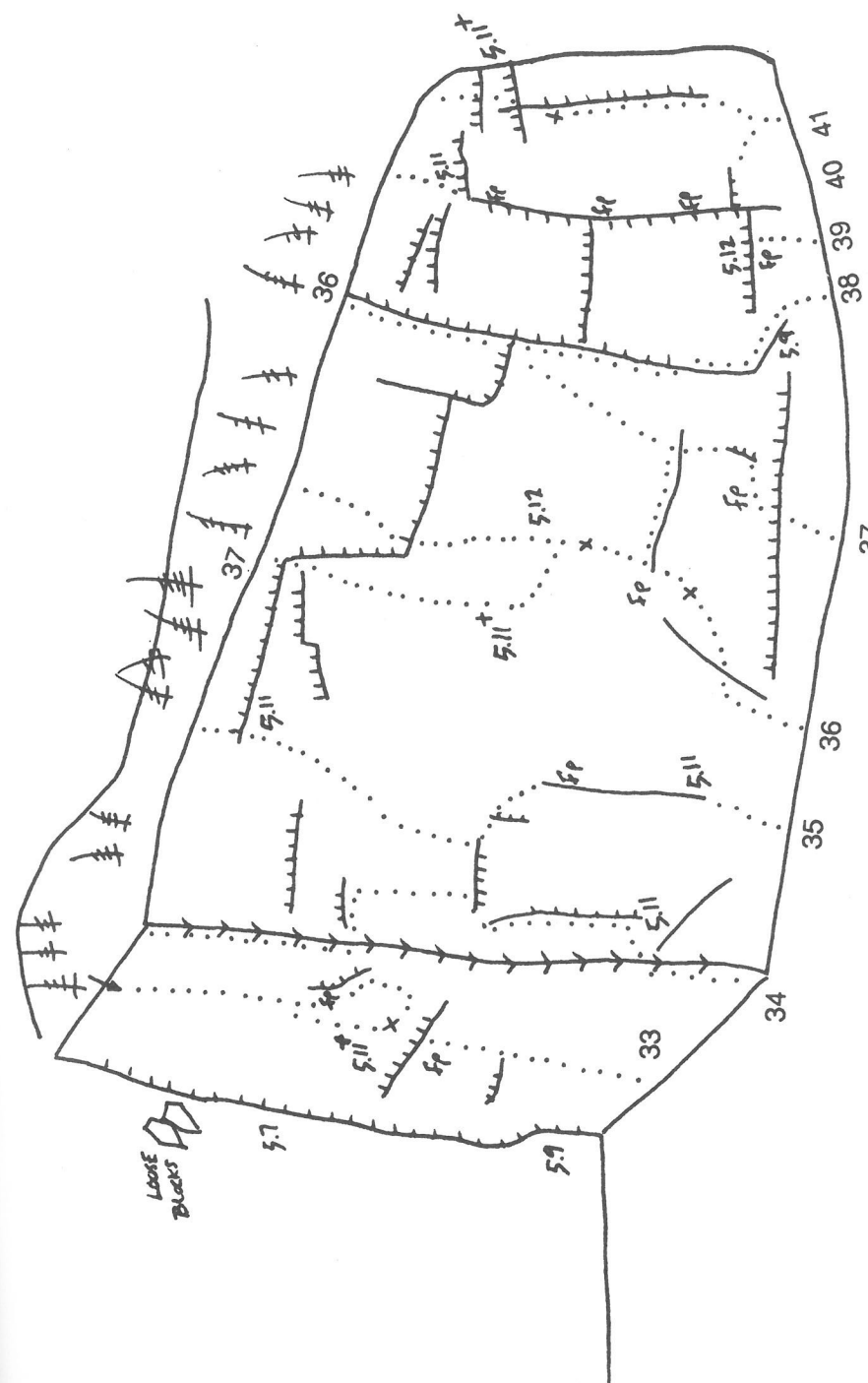
58. ARETENAPHOBIA 5.10a
This is the arete to the right of STRATTLE CASTOR.

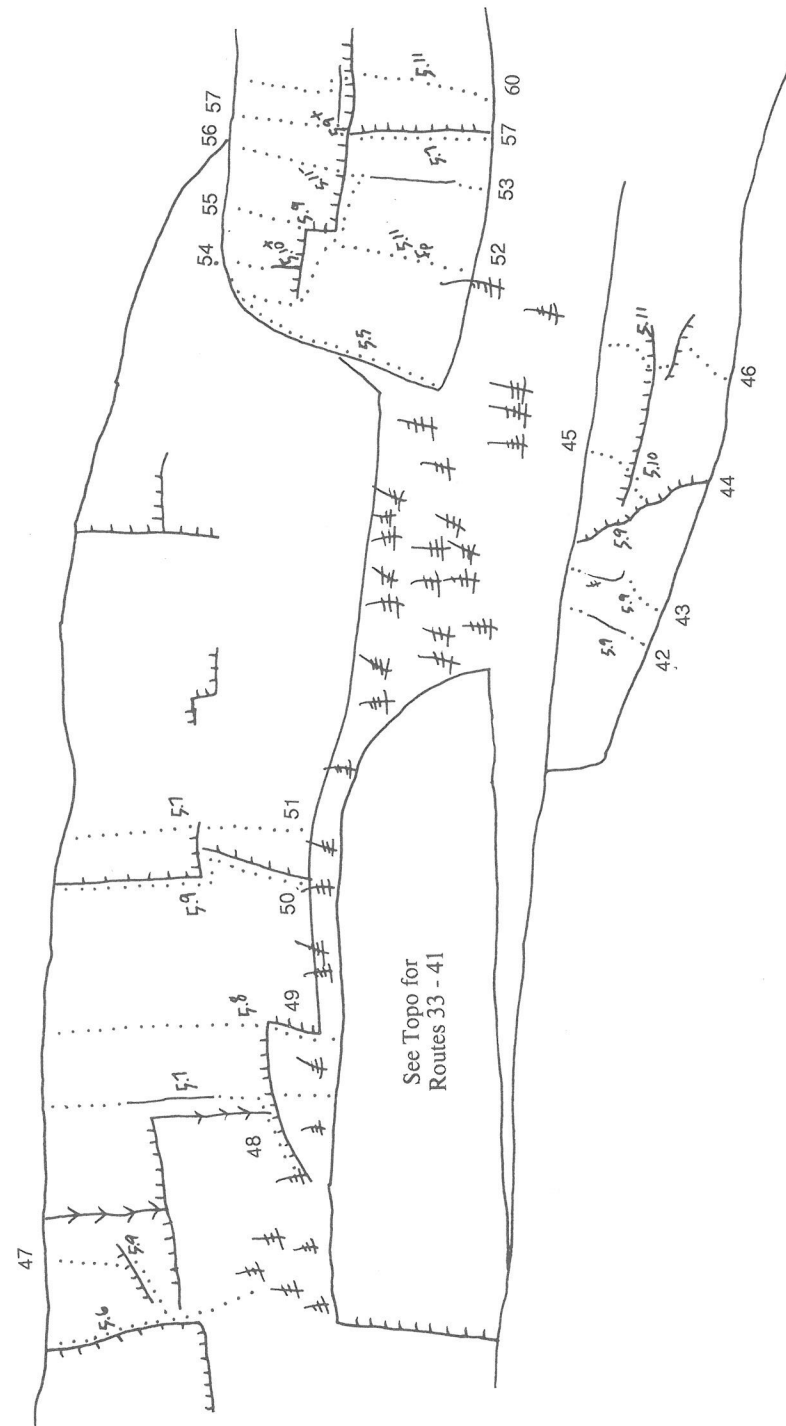
59. FULL CONTACT 5.11

ON TOP

60. LADY JASMINE 5.9
As you walk along the top of the cliff you should see this short crack/corner.

61. SHIP ROCK TRAVERSE 5.9
Originally done to view the main face. Start on the left end and traverse about mid-height to BORROWED TIME.





THE LINVILLE GORGE AREA

The 2000' deep and 14 mile long Linville Gorge is one of the eastern United State's deepest, longest, and wildest canyons. The area is owned by the U.S. Forest Service and is managed as the Linville Gorge Wilderness. The gorge has some of the largest stands of virgin timber in North Carolina; huge Hemlock and Yellow Poplar left standing due to the expense of logging in the rugged canyon. The area is also home to many of the state's most elusive wild animals, including the eastern black bear. Far below the canyon rim the Linville River roars through one of the most difficult kayaking runs in the United States. Some of the best kayakers in the nation have tackled this extremely difficult run, but none have managed to run every rapid.

Of special interest to rock climbers are the many exposed faces in the area: SITTING BEAR, HAWKSBILL, TABLE ROCK, THE NORTH CAROLINA WALL, THE AMPHITHEATER, SHORTOFF, and WISEMAN'S VIEW. All except WISEMAN'S VIEW are located on the east side of the gorge.

ACCESS ISSUES

All cliffs in this area are owned by the U.S. Forest Service. The USFS has been a benevolent landowner with very few rules limiting climbing access. However, it is extremely important that this cooperative relationship between the climbing community and the USFS continue.

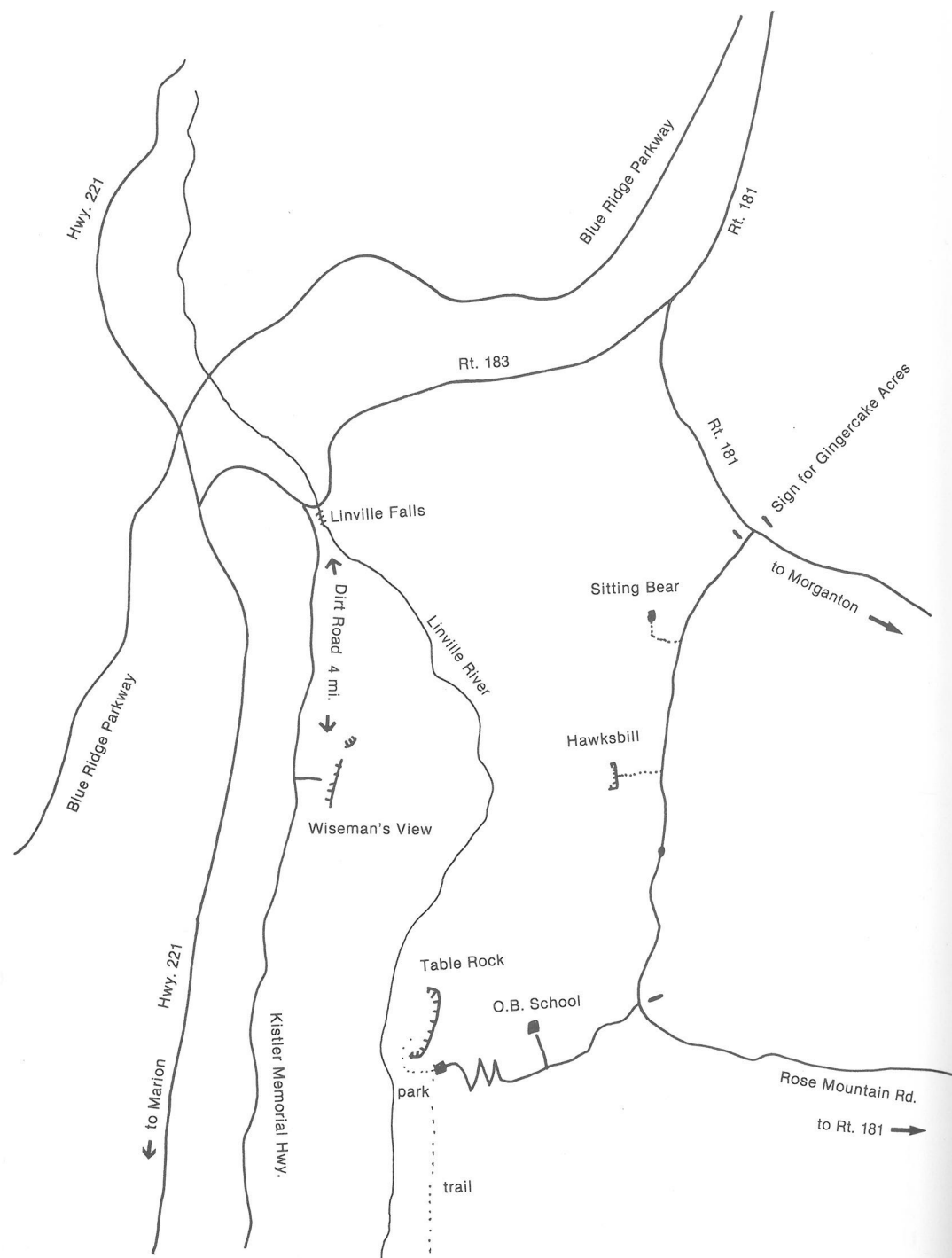
1. Obey all USFS rules, especially those pertaining to the Wilderness Area.
2. Do not use motorized drills in the Wilderness Area.
3. Review the ACCESS ISSUES for the Table Rock/NC Wall section pertaining to the Table Rock parking lot.

LOCATION

SITTING BEAR, HAWKSBILL, TABLE ROCK, THE AMPHITHEATER and THE NORTH CAROLINA WALL are approached via a dirt road originating near the Gingercake Acres subdivision, just off highway 181: 21 miles north of Morganton and approximately 3 miles south of the intersection of highways 181 and 183.

CAMPING

Camping is legal along the road between Gingercake Acres and Table Rock. Most of the terrain is obviously too steep for camping, but there are several flat sites. Try if possible to set up camp in daylight on your first trip to the area. **DO NOT CAMP IN THE TABLE ROCK PARKING AND PICNIC AREA.** It is also possible to camp in the gorge itself, but remember that this is an official wilderness area with special rules and required permits. For information concerning the Linville Gorge Wilderness call the U.S. Forest Service at (704) 652-4841/652-2144 or write: U.S. Forest Service, District Ranger, PO Box 519, Marion, NC 28752. Permits are required Friday-Sunday, May 1 - October 31.



WEATHER

The weather in the Linville area favors the summer climber. Due to its elevation and general lack of south facing walls, the gorge offers good three season climbing. There are also many days in winter when climbing is possible.

EMERGENCY AND RESCUE SERVICES

The best place to look for rescue help is probably the Outward Bound School, located one and a half miles from the Table Rock parking area (back down the road). The closest hospital is south of the gorge in Morganton, Grace Hospital, phone: (704) 438-2000.

SITTING BEAR

This is a free-standing pillar on the same ridge as Table Rock and Hawksbill.

LOCATION

About one mile past Gingercake Acres, on the dirt road, there is a one or two car pull-out on the right. The spot is also marked by a small stream that runs under the road at this point. The area is the site of an old apple orchard.

APPROACH

Walk up the hill, through the old apple orchard, toward the ridge. Once on the ridge, walk north about 15 minutes to the rock.

1. ORIGINAL ROUTE 5.9

This is the original bolt line on the east face. Climb through the overhang at the bottom, then on up the steep face protected by old bolts and possibly by a few Friends. This route has always been called 5.8, however, most people feel that a 5.9 rating would be more appropriate.

2. VISION QUEST 5.9

Begin on the south face, then pull the overhang. Traverse left onto the west face to a bolt. Climb up to the overhanging block and traverse back right to a crack. Continue to the top.

3. INVISIBLE PEOPLE 5.11 R

Climb the middle of the west face to a good stopper placement. Continue up overhanging rock to the top. Minimal protection.

4. SOUTH FACE ROUTE 5.11

This is a contrived route that does not always follow the line of bolts. The first ascensionist did not place the bolts.

5. TWIN SCENES 5.10d

Climb past a line of bolts just right of the ORIGINAL ROUTE. Pull the overhang and climb the face to double bolts.



The free-standing Sitting Bear pillar.

HAWKSBILL

This is a prime summer climbing area along the same ridge as Table Rock. The overhanging nature of most Hawksbill routes reduces the cliff's popularity. The summer months are cool and shady, but during the winter the face is often brutally cold and never sees the sun.

LOCATION

After leaving Gingercake Acres use the first pull-off on the left. It's a Forest Service pullout surrounded on three sides by wood bumpers.

APPROACH TO MAIN WALL

The trail is across the road, opposite the parking area. Follow the main trail up the hill for about 15 minutes. At a level area, another trail splits off left up the hill to the top of Hawksbill. Take the left trail for a few minutes (not all the way), to a less obvious trail leading down and right to the base of the rock. See the map.

MAIN WALL

1. **WINGED MONGREL** 5.10a *
2. **EROS** 5.10d *
3. **EROS VARIATION** 5.12a
4. **TIME PASSAGE** 5.9 R
5. **WINDY CITY** 5.8
6. **SPACE RACE** 5.10d
7. **STAR TREKIN** 5.10a *
8. **LOST IN SPACE** 5.10 *
9. **UNORTHODOX BEHAVIOR** 5.10
10. **SWING YOUR PARTNER** 5.11 a *

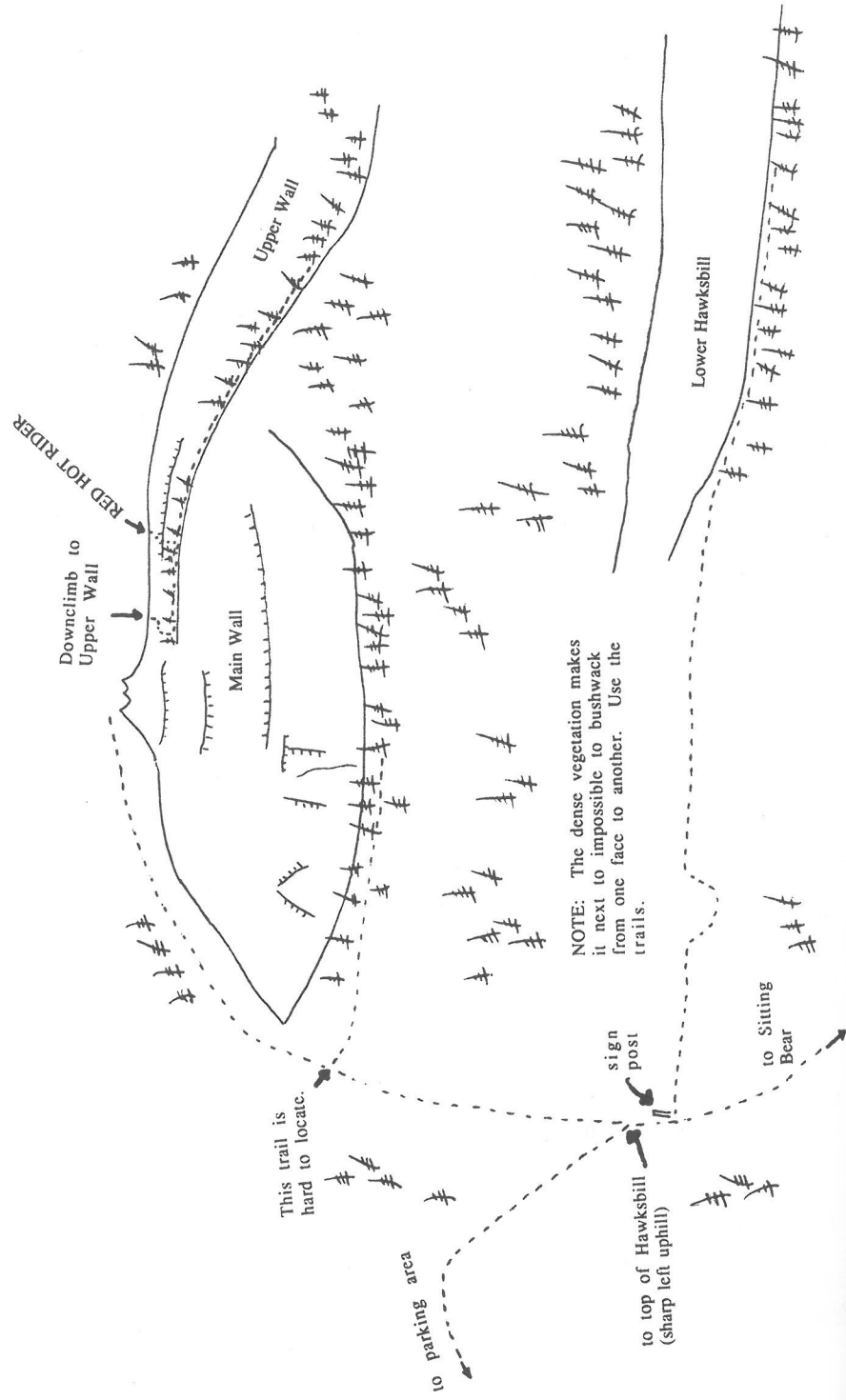
11. **PHASERS ON STUN** 5.11a
A variation of CAMPBELL'S CRACK. Climb through the overhang left of the crack, then join the crack. Double ropes highly recommended.

12. **CAMPBELL CRACK** 5.10d *
13. **HAWKSBILL TRAVERSE** 5.9 *

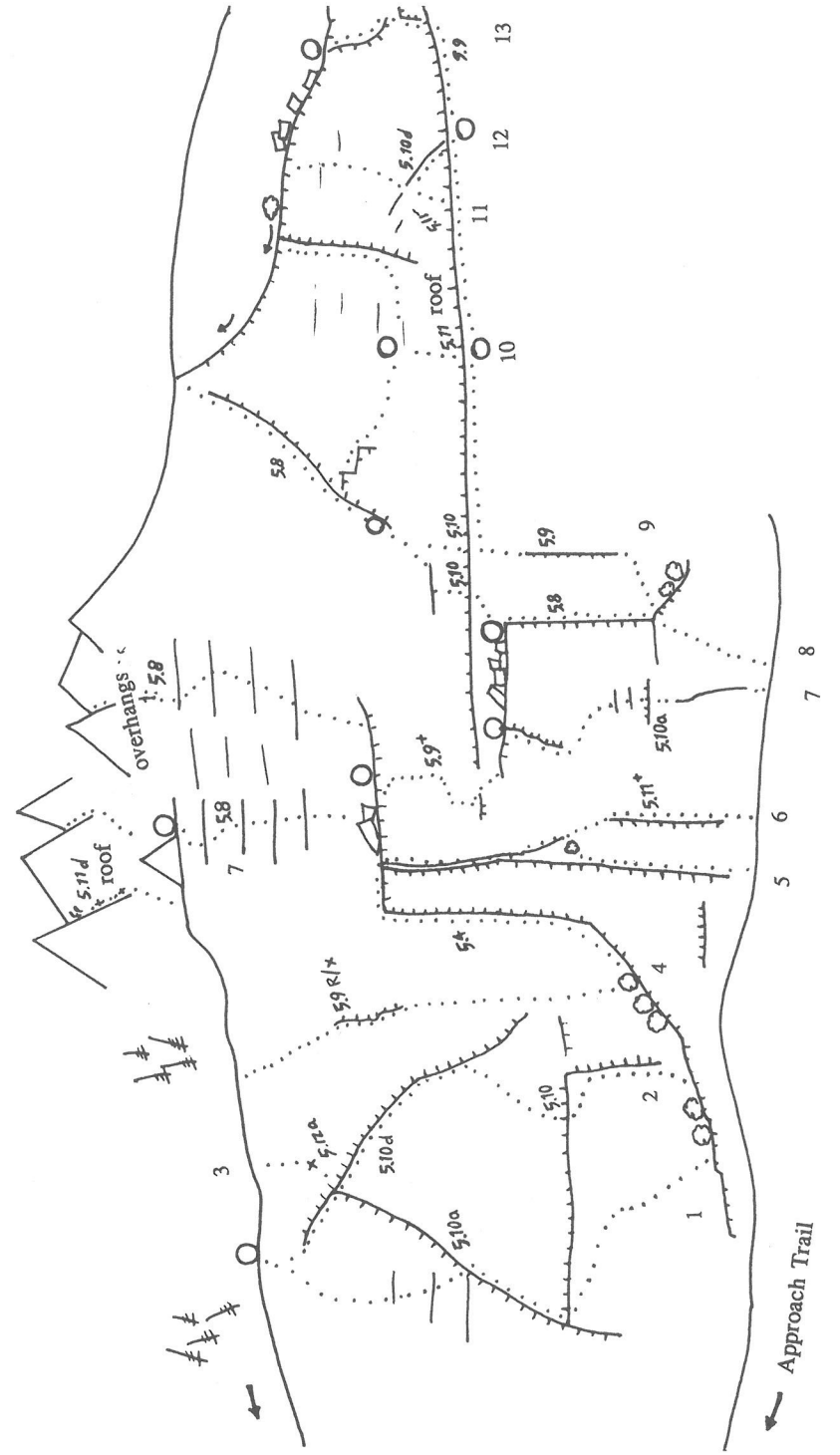
14. **ANNAGODDA PASSAGE** 5.10
Not shown

15. **OUTWARD BOUND** 5.11d
Not shown

HAWKSBILL



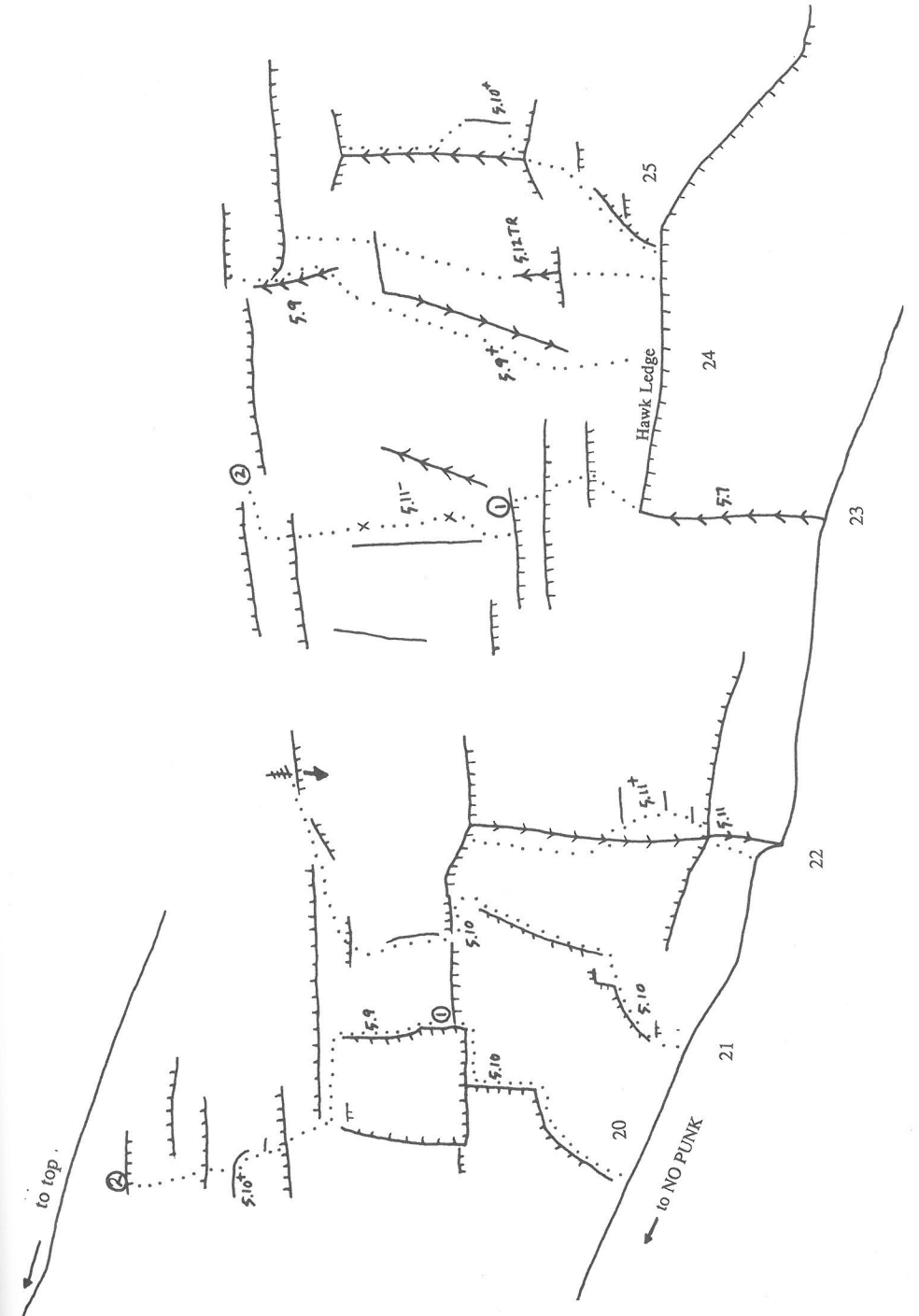
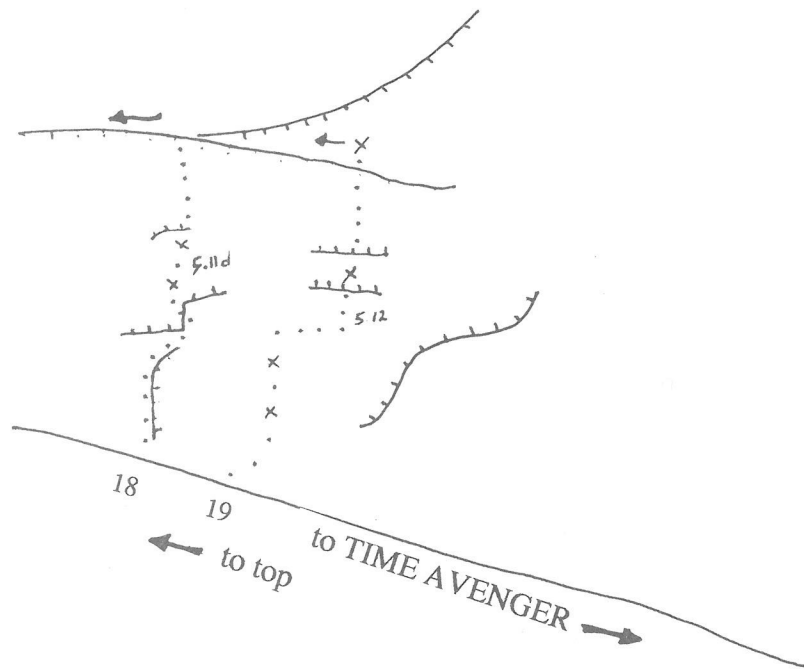
NOTE: The dense vegetation makes it next to impossible to bushwack from one face to another. Use the trails.



APPROACH TO UPPER WALL

Follow the Hawksbill Trail to the top of the mountain. Move along the top of the Upper Wall (walk toward the gorge) for a few yards until you can scramble and downclimb to the tree ledge below. A trail takes you down, underneath a long roof system. After 100 yards the wall becomes taller and you will see BOSCH BULLFROG and NO PUNK. Continue down the hill to TIME AVENGER. The routes WELCOME TO THE JUNGLE and RED HOT RIDER are located after the downclimb and just before the long roof system on the approach trail. These routes are only a few feet apart and are about 25' long. RED HOT RIDER is the obvious roof crack which diagonals right. WELCOME TO THE JUNGLE is just to the left.

- 16. WELCOME TO THE JUNGLE 5.10
- 17. RED HOT RIDER 5.11a
- 18. BULLFROG 5.12a
This is the first route on the bigger part of the wall, past the long roof.
- 19. NO FUNK, NO PUNK, NO ELEVATOR JUNK 5.12b/c *
- 20. TIME AVENGER 5.10d *
- 21. DANCIN' DAYS 5.10
- 22. HAWK'S ARETE 5.11d
- 23. THUNDERBIRD 5.11a
- 24. BETA COMMANDER 5.9+ R
- 25. CHICKEN HAWK 5.10d



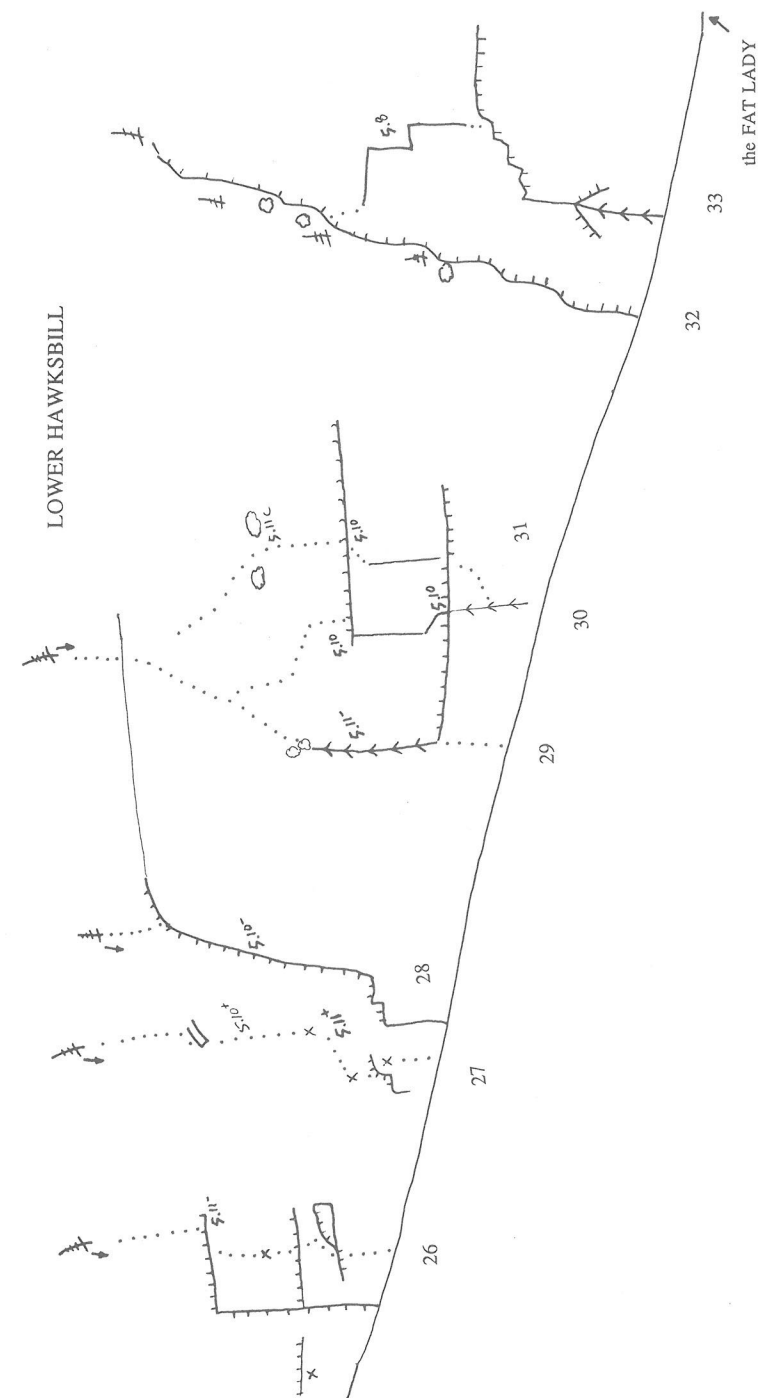
APPROACH TO LOWER HAWKSBILL (HAWK'S CLAW)

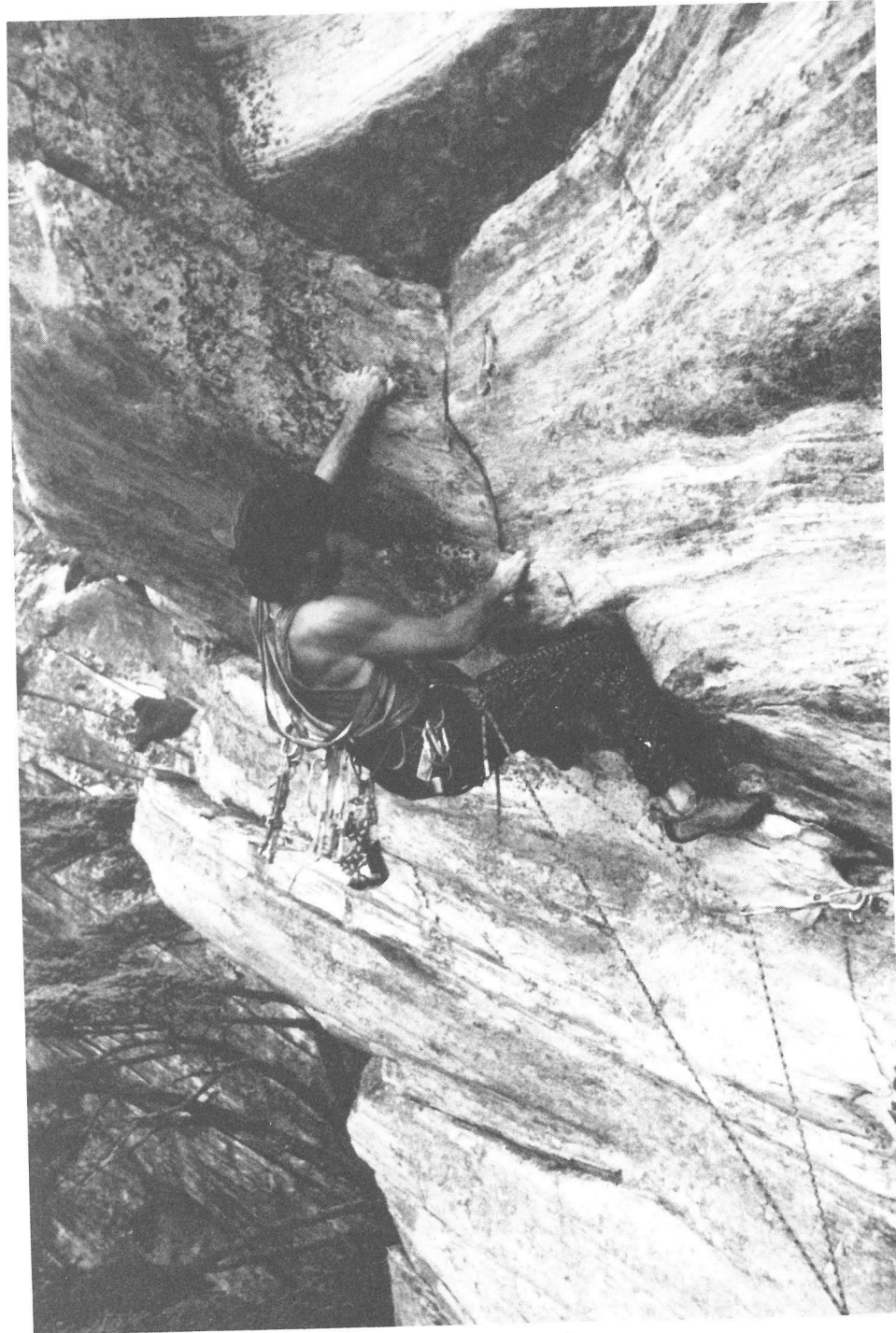
Follow the main Hawksbill Trail to the ridge line. Where the main trail to the top goes left up the hill, go straight ahead another 20' to an old sign post. Walk left on this trail for about 5 minutes to the base of the wall.

26. HAIRY CANARY 5.11a *
27. THE DIVING BOARD 5.11d *
28. NAME UNKNOWN 5.10a
29. CUNNING MR. LINGUS 5.11a
30. ADVENTURES WITH JAKE 5.10
31. HAIKU 5.11c
32. LOW BROTHERS LEFT 5th
33. LOW BROTHERS RIGHT 5.8
34. THE FAT LADY 5.11b *

35. ENCORE 5.11c *
A direct finish to FAT LADY

36. PHANTOM OF THE OPERA 5.11c *
37. I SCREAM THEREFORE I AM 5.11d
38. ICE CREAM DIRECT 5.12c *
39. JEEP'S CHIMNEY 5.10 *
40. JIG ZAG 5.11a
41. KING CONTRARY MAN 5.11d *
42. KING OF KINGS 5.11d *
43. CONVENTIONAL WARFARE 5.12d *





Doc Bayne on ENCORE, 5.11c; Photo: Thomas Kelley

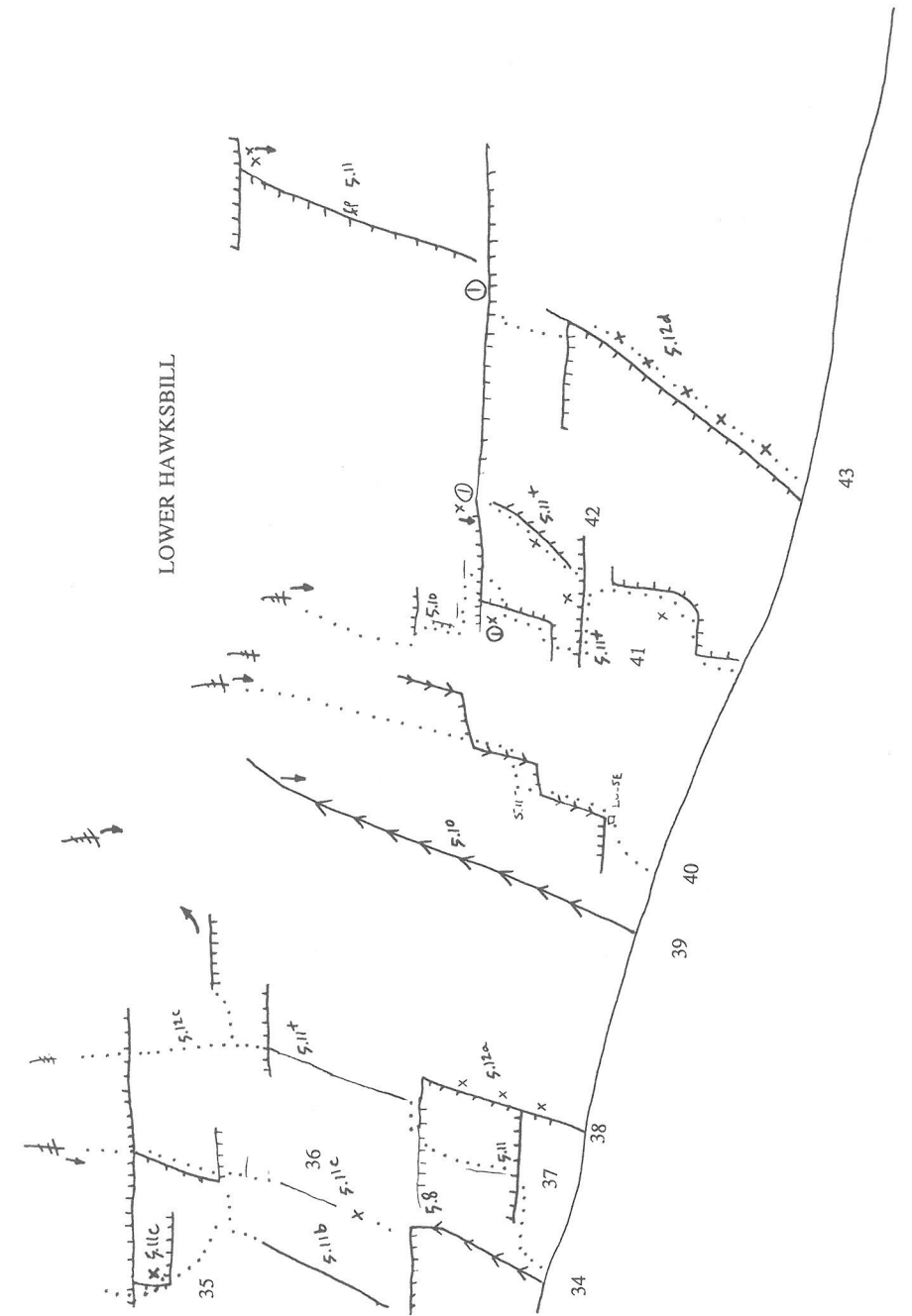


TABLE ROCK AND THE NORTH CAROLINA WALL

These areas are separated by a short walk, share a common parking area, and have the same weather, but the similarities end there. Table Rock is generally recognized as a haven for beginner and moderate climbers. The rock is easily accessed, close to the car, and has relatively easy retreats.

The NC Wall is relatively remote with difficult approaches and sometimes difficult escapes. The cliff is favored by those who prefer adventure and have the knowledge needed to climb safely in an area where rescue may be difficult.

ACCESS ISSUES

1. The small Table Rock parking lot is the key to access to the entire NC Wall/Table Rock area. Too frequently climbers seem to be engaged in noisy, visible displays that draw attention to our numbers. Please do what you can to maintain a low profile. Testosterone induced behavior is best viewed by your partner on the cliff not by tourists in the parking lot.
2. Do not sleep or camp in the Table Rock parking lot! This is extremely important. Keep a low profile!
3. Carpool to the Table Rock parking lot.

LOCATION

See map on page 130. Table Rock and the NC Wall are approximately 8.5 miles from highway 181. Follow the road to the Table Rock parking area.

WATER

It's a good idea to bring water with you when visiting this area. The only reliable source of water is from springs located in the saddle between Table Rock and Little Table Rock and at the bottom of the Amphitheater descent.

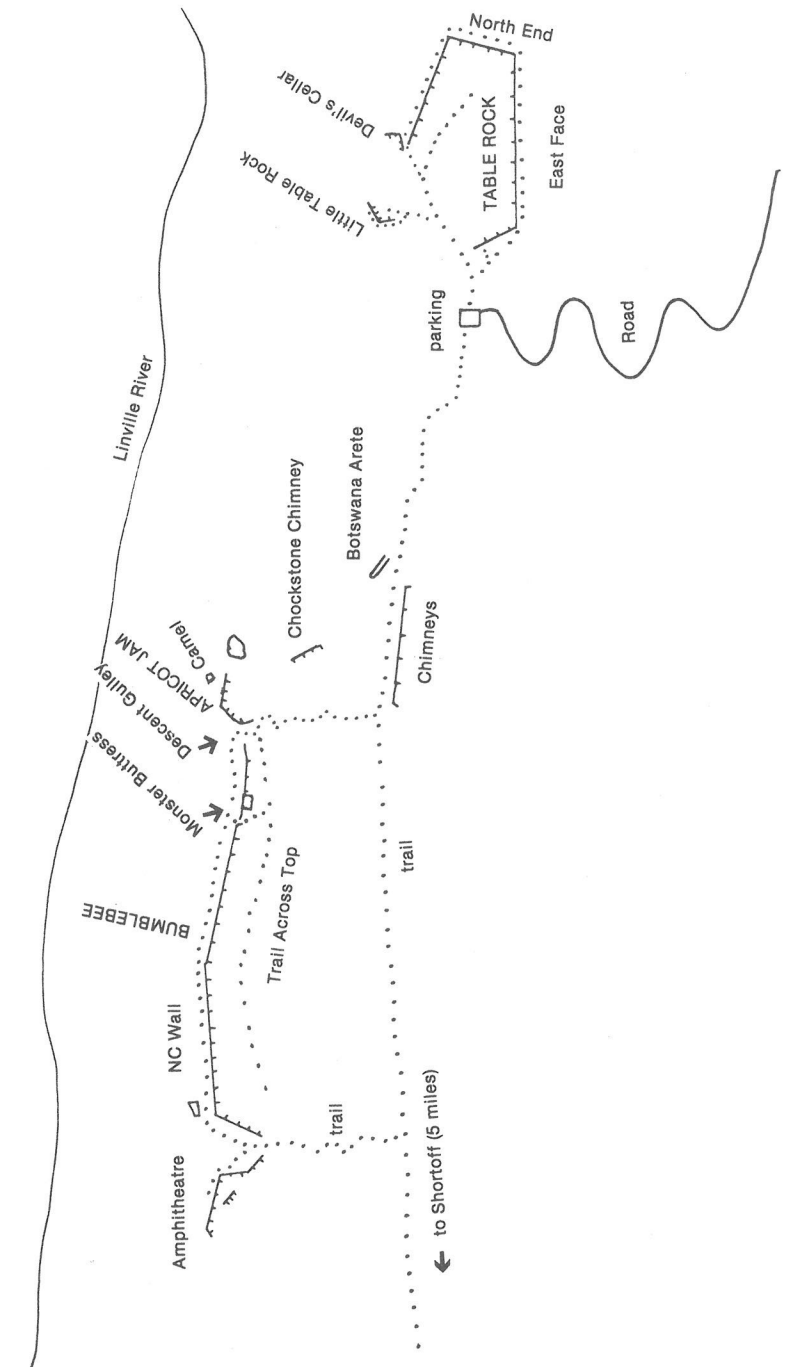


TABLE ROCK

Table Rock, situated high on the ridge overlooking the Linville Gorge, is blessed with cool summer weather and covered with many easy to moderate routes, has become one of the most popular cliffs in North Carolina. Table Rock is the most obvious feature of the Linville Gorge area and is visible for many miles in all directions. The view alone is worth the trip to the top of the rock.

Of special note are the bolted climbs on the rock which require little or no additional protection. These routes are JIM DANDY 5.5, SKIP TO MY LOU 5.6, MY ROUTE 5.6, TWO PITCH 5.4, and CAVE ROUTE 5.5.

A standard rack at Table Rock might consist of:

- 1 set of HB's or other brass nuts
- 1 set of stoppers tri-cams (0.5 & 1)
- Friends 1-3.5 small TCUs (0 & 1)

A light rack for use on bolted routes might consist of:

- 1 set of stoppers tri-cams (0.5-1)
- small selection of Friends

APPROACH

From the parking lot take the obvious trail up toward Table Rock. Instead of continuing to the summit, follow the right-hand trail along the base of the main cliff.

TABLE ROCK - SOUTH FACE

1. **COLD TURKEY 5.8**
Start left of FRESH GARBAGE. Locate the obvious short dihedral with a wide crack, Climb this to the top.
2. **FRESH GARBAGE 5.10a**
3. **GARBAGE DISPOSAL 5.10 R**
Direct start to FRESH GARBAGE.
4. **CRACKER JACK 5.8 ***
The start is a hard boulder problem which can be done without the usual stack of rocks.
5. **HANGING HIGH 5.9 ***
Start at the left-facing dihedral uphill from CRACKER JACK.



6. **HANG HOG** Var. 5.10

Pl. Start on HANGING HIGH to the ledge. Continue straight up the dihedral to the overhang and a belay. P2. Pull the overhang and follow a crack (5.10) to a belay on HANGING HIGH. P3. Finish on HANGING HIGH.

7. **BLOODY HOG** 5.10 R

8. **MOURNING MAIDEN** 5.10a *

Pl. Start at a left-facing dihedral just right of HANGING HIGH. At the first overhang take great care to arrange your gear so that a fall from above will not pull your rope across the razor sharp lip of the overhang. The crux is just above the first overhang. Continue up low angle rock to the 2nd overhang. A loose flake at the bottom of the overhang makes the next move scary. Continue to the 3rd overhang. Climb the overhang and grunt into the chimney and a belay. P2. Move out left onto the face. Beware of the loose block.

9. **FALSE IMPRESSIONS** 5.8

Follows a crack up the left wall of the TWO PITCH gully. Few ascents and lichen covered.

10. **TWO PITCH** 5.4

Very short with many bolts. Pitch one is about 40' and pitch two about 50'.

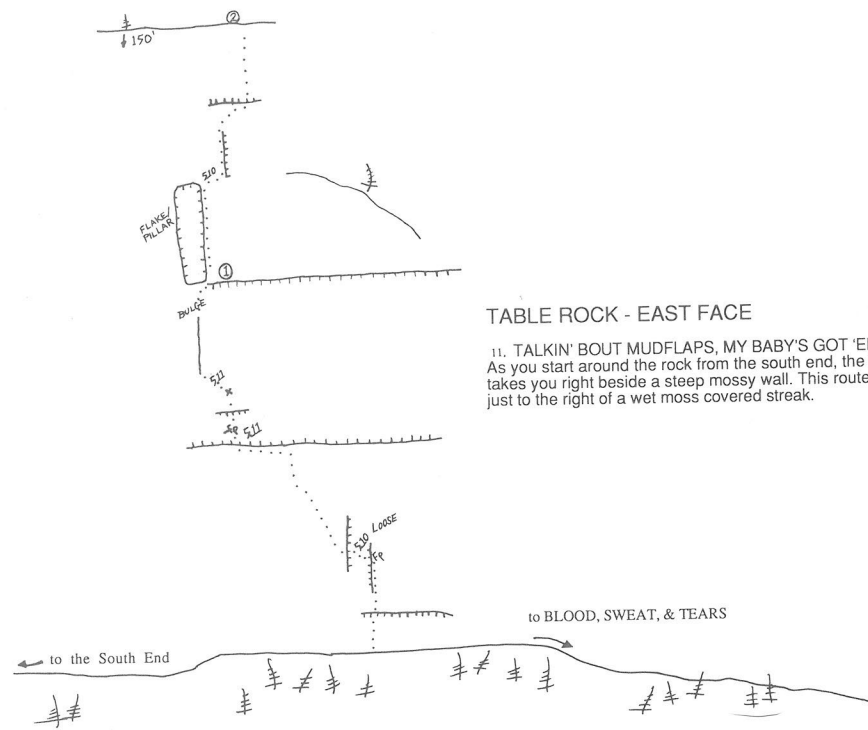


TABLE ROCK - EAST FACE

11. **TALKIN' BOUT MUDFLAPS, MY BABY'S GOT 'EM** 5.11
As you start around the rock from the south end, the trail takes you right beside a steep mossy wall. This route starts just to the right of a wet moss covered streak.



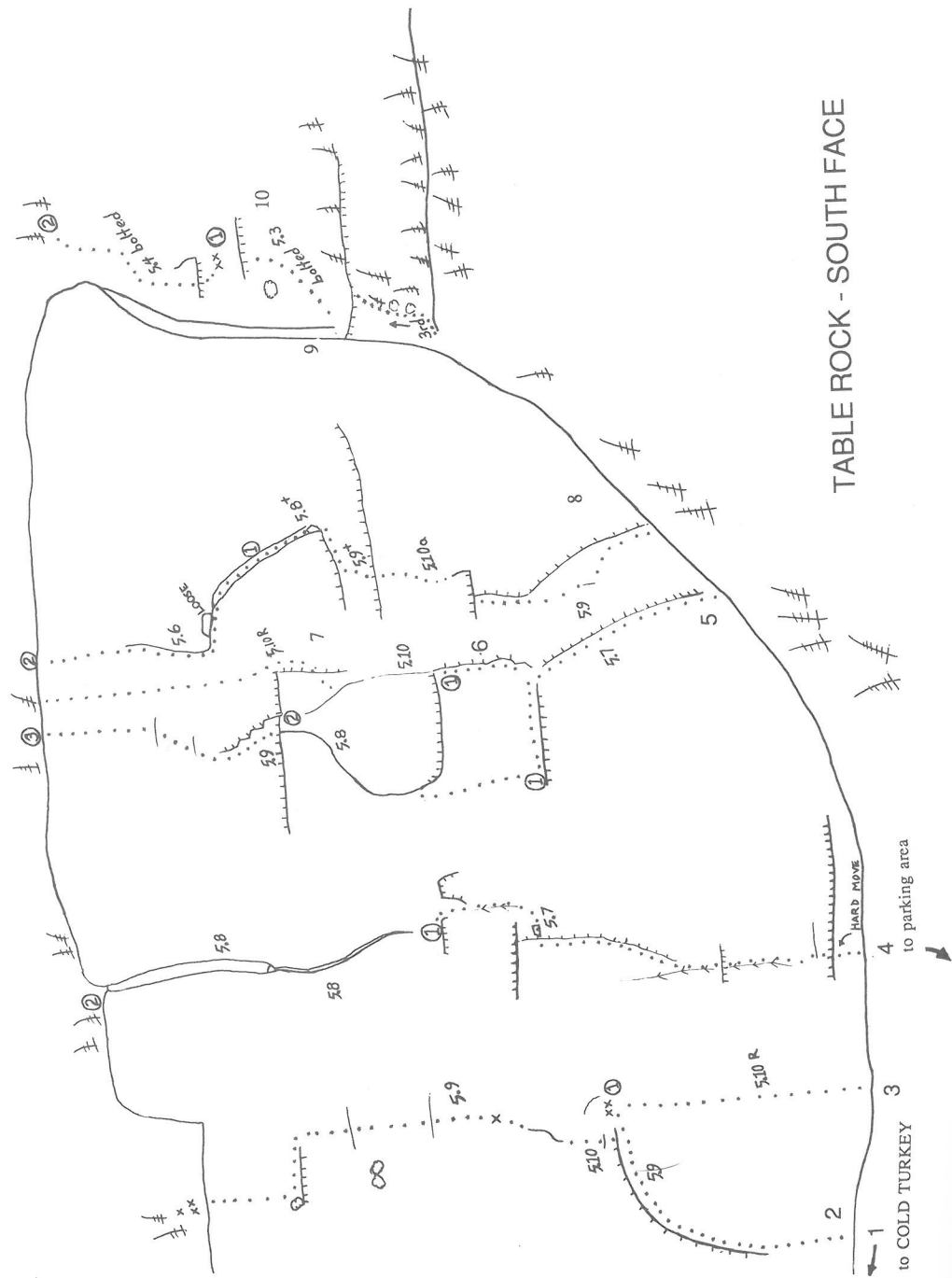


TABLE ROCK - SOUTH FACE

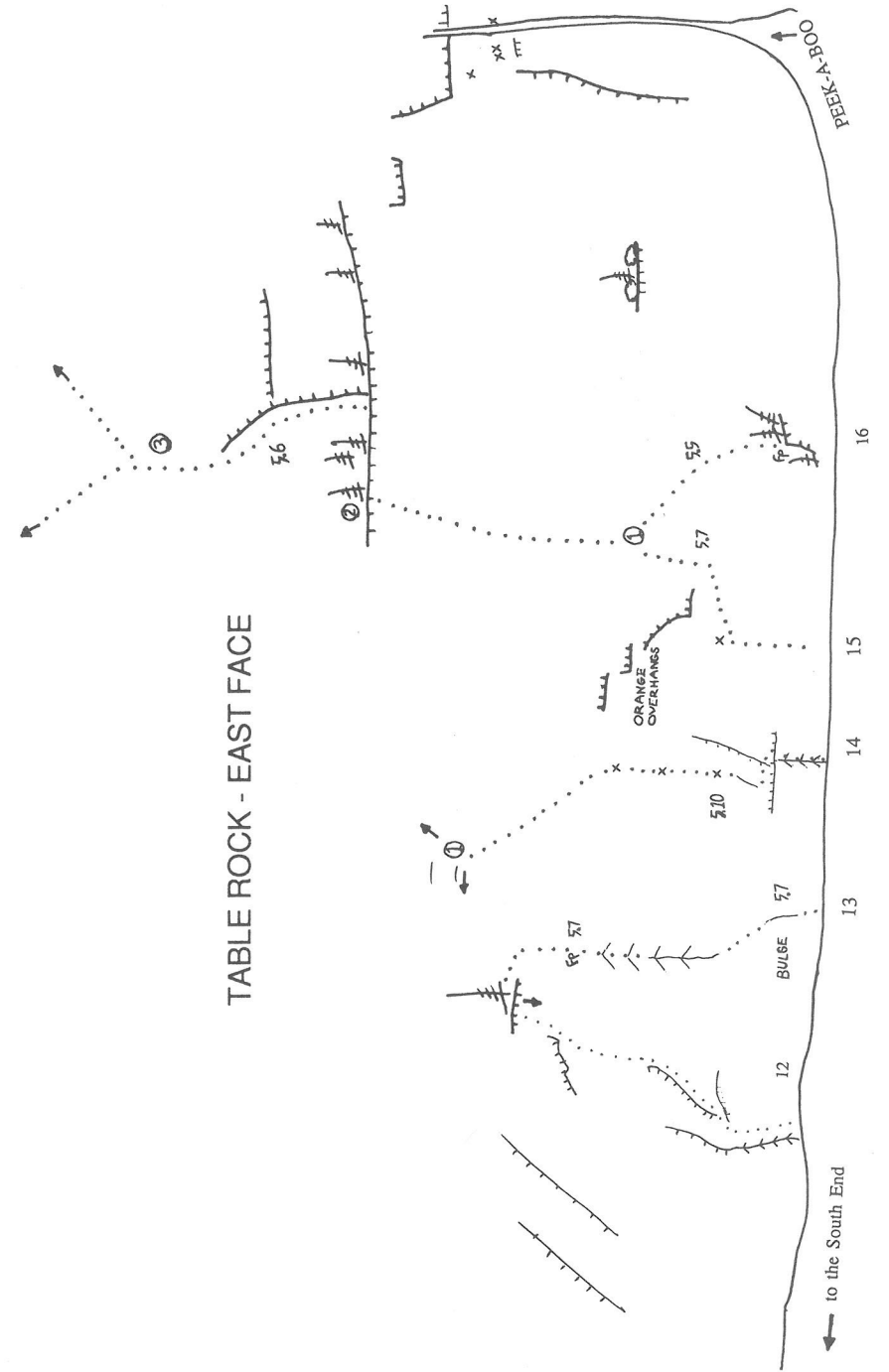
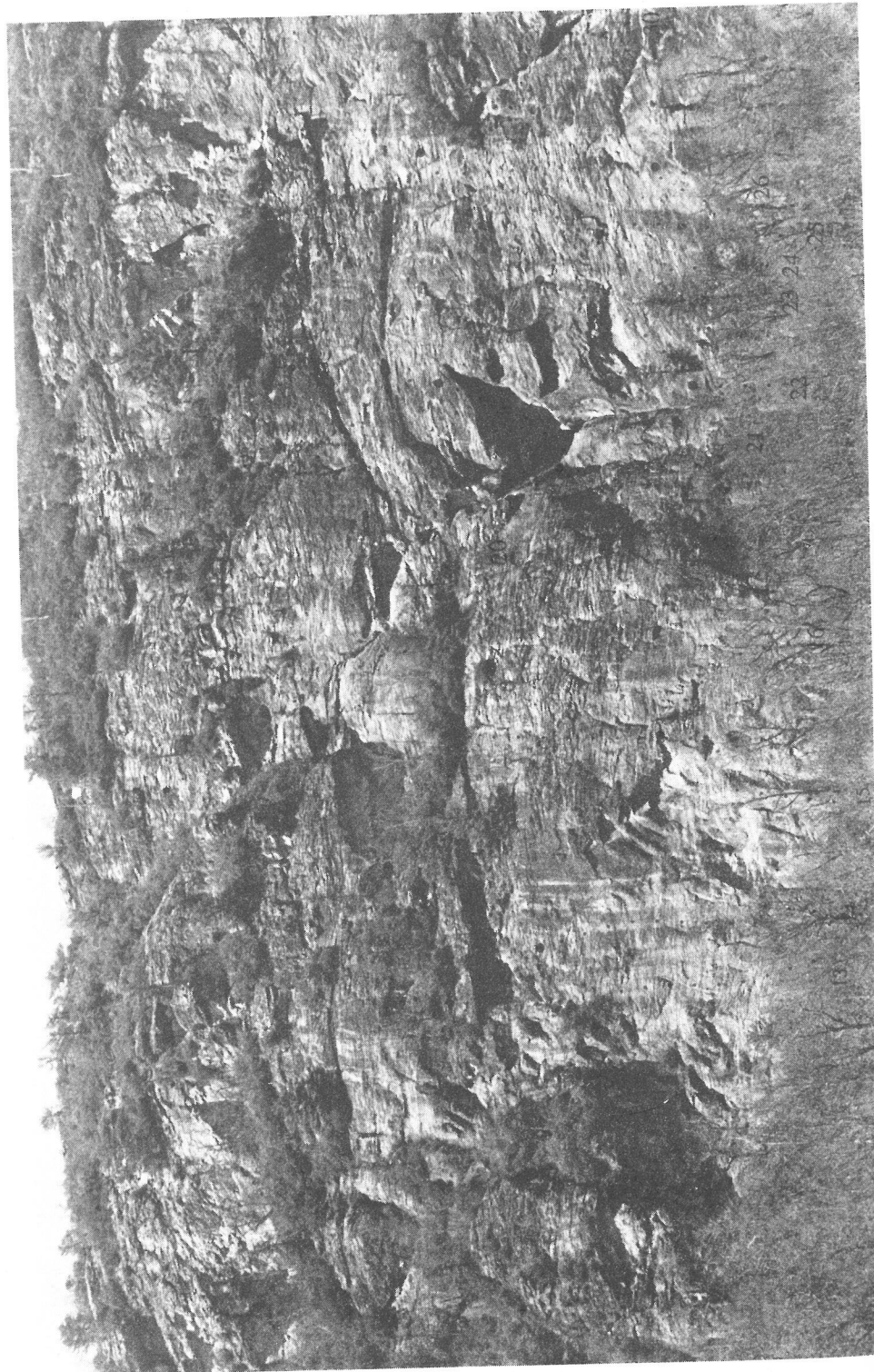


TABLE ROCK - EAST FACE



EAST FACE

11. **TALKIN' ABOUT MUDFLAPS...** 5.11
12. **GUY'S SMILE** 5.4
13. **BLOOD, SWEAT, AND TEARS** 5.7 *
Start on the right side of the bulge, then move left into the shallow dihedral.
14. **WEDDING PRESENT** 5.10
Locate a dihedral that ends under an overhang. Climb through the overhang and traverse left onto a thin face. Sustained climbing leads past 3 bolts and some natural gear.
15. **RIP VAN WINKLE** 5.7 *
Start below the large orange looking overhangs. Traverse right after the bolt, then up the face.
16. **THE WASP** 5.8
Start at an old army piton.
17. **LOVERS IN A DANGEROUS TIME** 5.7 R
Start from a mossy ledge 50' up. This is the wall left of PEEK-A-BOO.
18. **PERSISTENCE OF VISION** 5.8 R
19. **MACHO DORITO** 5.6
Protection is difficult to place.
20. **PEEK-A-BOO DIRECT** 5.10a
P1. Same as PEEK-A-BOO. P2. Climb the thin face protected by an old bolt. Good pro is available once you reach the overhang. Continue up the corner.
21. **PEEK-A-BOO** 5.5 *
P1. The first pitch is a full rope. Belay high in the gully. P2. The 2nd pitch is worth doing just for the Peek-a-Boo move. P3. Follow lichen free rock to the Lightning Ledge.
Gear: Take a light rack.
22. **JIM DANDY** 5.4 *
P1. Climb the downsloping quartzite past a few bolts to a large pine and the ledge. P2. Climb the ramp then up the face to a bolted belay. P3. Climb to Lunch Ledge.
23. **SKIP TO MY LOU** 5.6 *
Take a light rack.
24. **THE BURNING MAN** 5.10d R
This is a direct pitch to SKIP TO MY LOU. The route is not especially runout, but the potential for an injurious fall onto pointed rocks is relatively high.

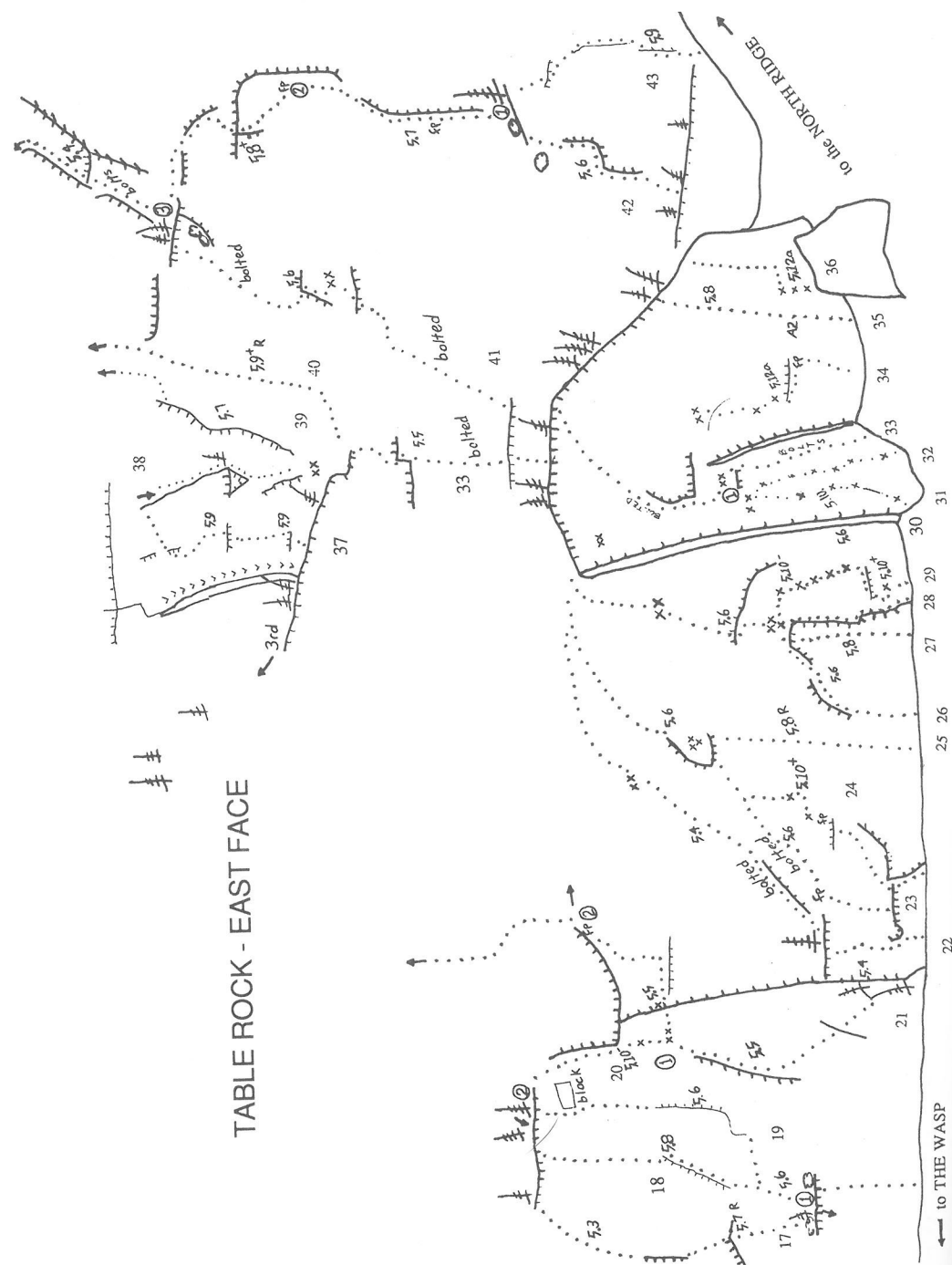


TABLE ROCK - EAST FACE

25. LITTLE TITTIES 5.8 R

Climb the face left of HELMET BUTTRESS to the SKIP TO MY LOU belay.

26. THE HELMET BUTTRESS 5.6**27. HELMET VAR. 5.8****28. HELMET VAR. 5.9****29. WHAT'S UP DOC 5.10d**

This climb involves difficult moves on slick rock above the 1st bolt.

30. NO WORKMAN'S COMP 5.6

This is the dirty chimney.

31. NAME UNKNOWN 5.10**32. NAME UNKNOWN 5.10****33. THE CAVE ROUTE 5.5 ***

Take a light rack.

34. PETERBUILT 5.12 *

Some fixed pro can be found through the overhangs.

35. BORN FREE 5.8 A2

This has been the scene of more than one ground fall.

36. NORTHEAST PASSAGE 5.12**37. FUTURE PRIMITIVE 5.9****38. CHAMP'S ROUTE 5.7****39. FIELD'S DIRECT 5.7****40. OPA 5.9+ R****41. MY ROUTE 5.6 *****42. SECOND STANZA 5.8+ ***

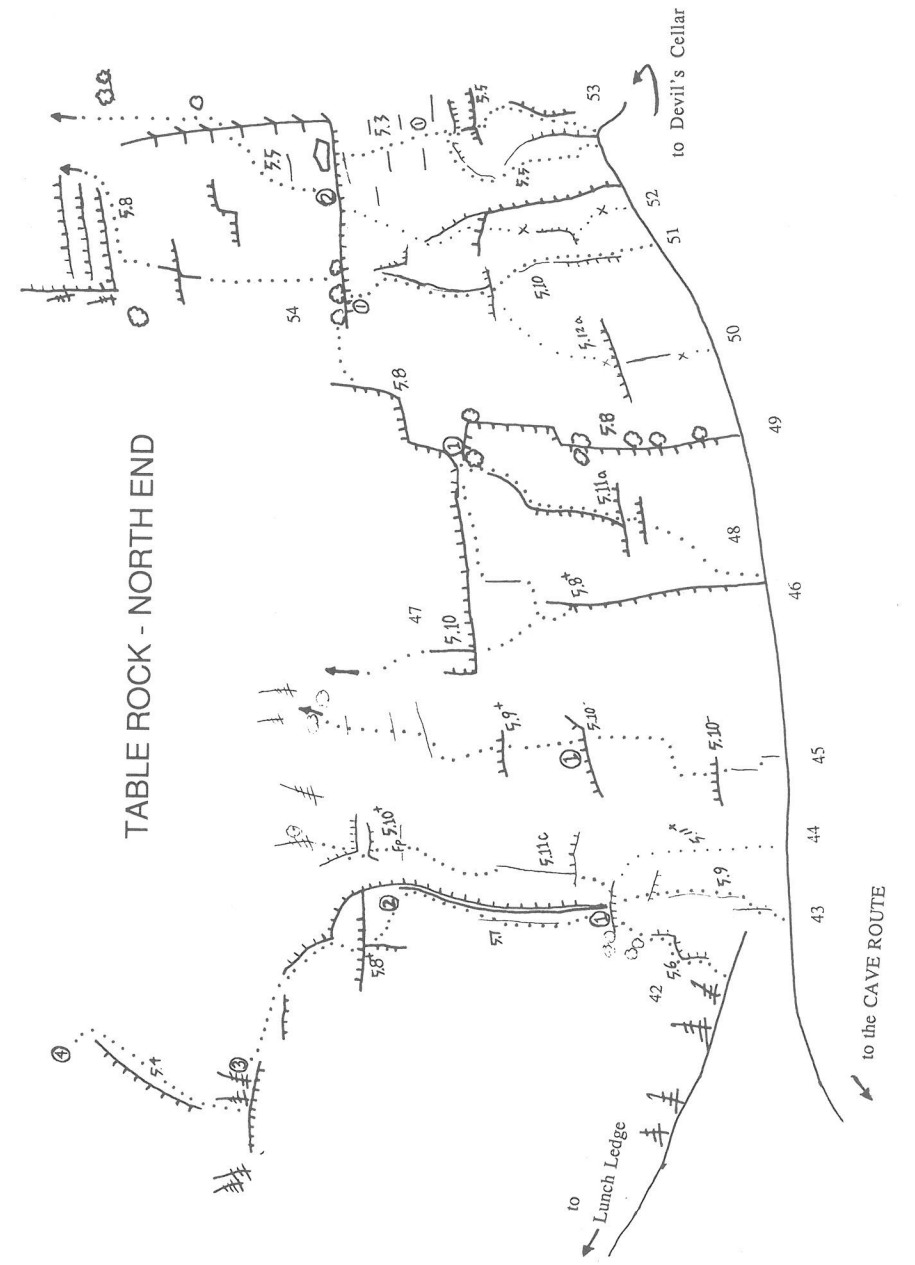
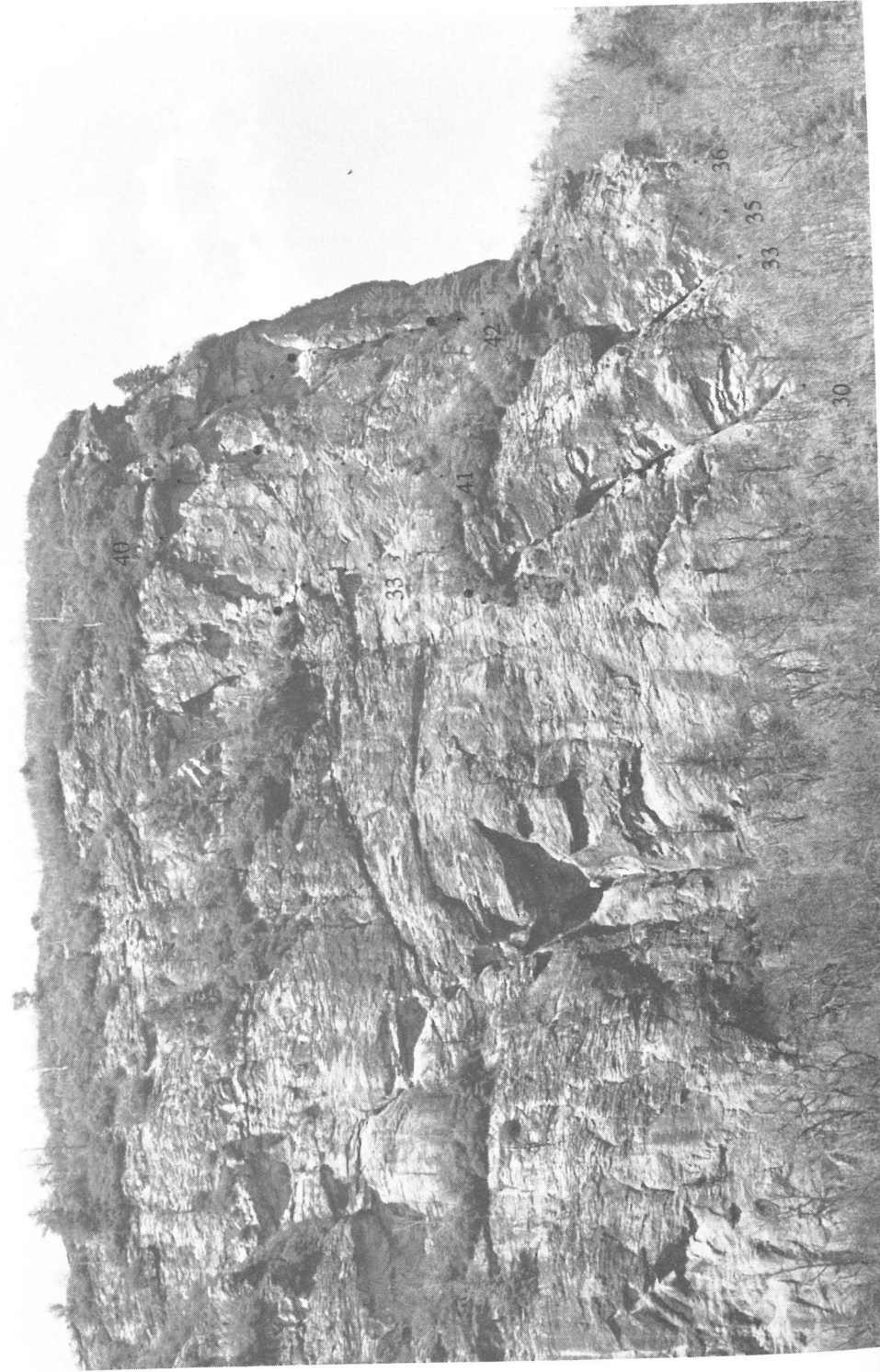
TABLE ROCK - NORTH END

43. ON MISTY EDGE 5.11c ***44. A FRIEND IN NEED 5.11c**

This starts in the crack/seam right of the MISTY EDGE start. A # 0 TCU is highly recommended.

45. EXCESS REALITY 5.10 ***46. TRUE GRIT 5.8+ ***

The best way to do this route is to do the 1st pitch of TRUE GRIT and the 2nd pitch of WHITE LIGHT. Best 5.8 at Table Rock. Most people call this WHITE LIGHTNING.





- 47. TRUE GRIT DIR. FIN. 5.10
- 48. LOCK OR DROP 5.11a*
- 49. WHITE LIGHT 5.8 *
- 50. RAPID TRANSIT 5.12a
- 51. LOOK MA NO BOLTS 5.10
- 52. KEEP AND ARM BEARS 5.10
- 53. THE NORTH RIDGE 5.5 *
- 54. THE TOWER TRAVERSE 5.8

LITTLE TABLE ROCK

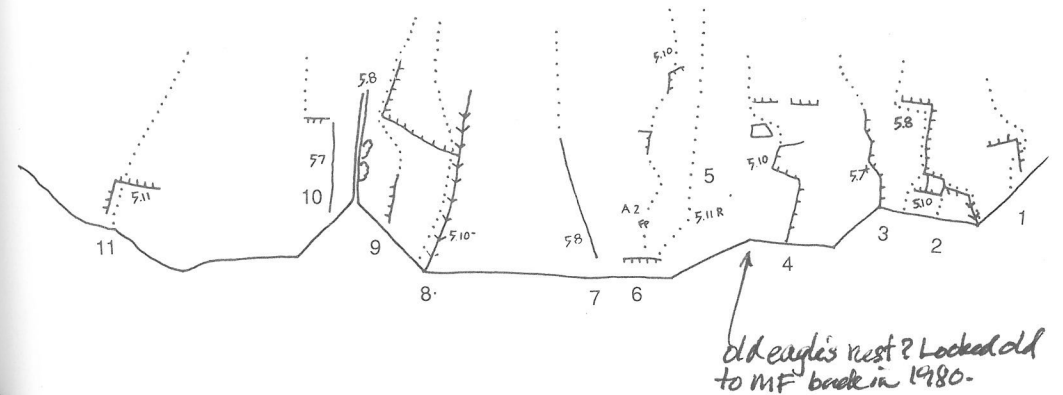
This is a small cliff seldom visited by the normal Table Rock crowds. The rock is an excellent place to visit if you wish to escape the more urban conditions just a short distance away.

APPROACH

Follow the main trail to the top (the hiking trail, not the East Face trail). Where the main trail makes a 90 degree turn to the right, go left along the ridge toward the top of Little Table. Walk down and left to the base following along the cliff band.

- 1. SCARA-FERMA 5.10
- 2. STELLA BY STARLIGHT 5.8+ * *Ataylor, Joey, Marcus, Ian*
There are 3 different starts to this route. The normal start is the 5.10 boulder start below the right end of the overhanging block. *Joey: left traverse under roof hard to protect.*
- 3. BR'ER RABBIT 5.7+ *Not sure, but prob. just left of Stella (short!).*
- 4. TASTE OF PASSION 5.10
- 5. LICENSE TO DOG 5.11 R
- 6. VERTICALLUSION 5.10 A2
The aid is clean on small brass nuts.
- 7. TRIPPIPHONICS 5.8 *Ataylor hauled bed out of cave w/ Cody Mowand.*
- 8. MAX MOGER 5.10
- 9. DEAF, DUMB, AND BLIND 5.8 *Josh, Beans*
- 10. HAND CRACK 5.7 *MF, Kevin (nice piter), Joel, and Martin.*
- 11. THE LEAGUE OF GENTLEMEN 5.11
The rock through the roof is rotten.

LITTLE TABLE ROCK



DEVIL'S CELLAR

This is another small cliff located on the gorge (west) side of Table Rock.

APPROACH

Walk up the tourist trail for about 15 minutes to an obscure trail which leads left. An alternate approach is to hike all the way around the North Ridge and follow the backside trail to Devil's Cellar.

1. THE TOY 5.9

A variation start to THREE OLD MEN.

2. THREE OLD MEN 5.8 *

3. CHIMNEY 5.4

4. DEVIL'S ROOF 5.8

5. SISYPHUS 5.10d R

6. FINGER CRACK 5.11a R

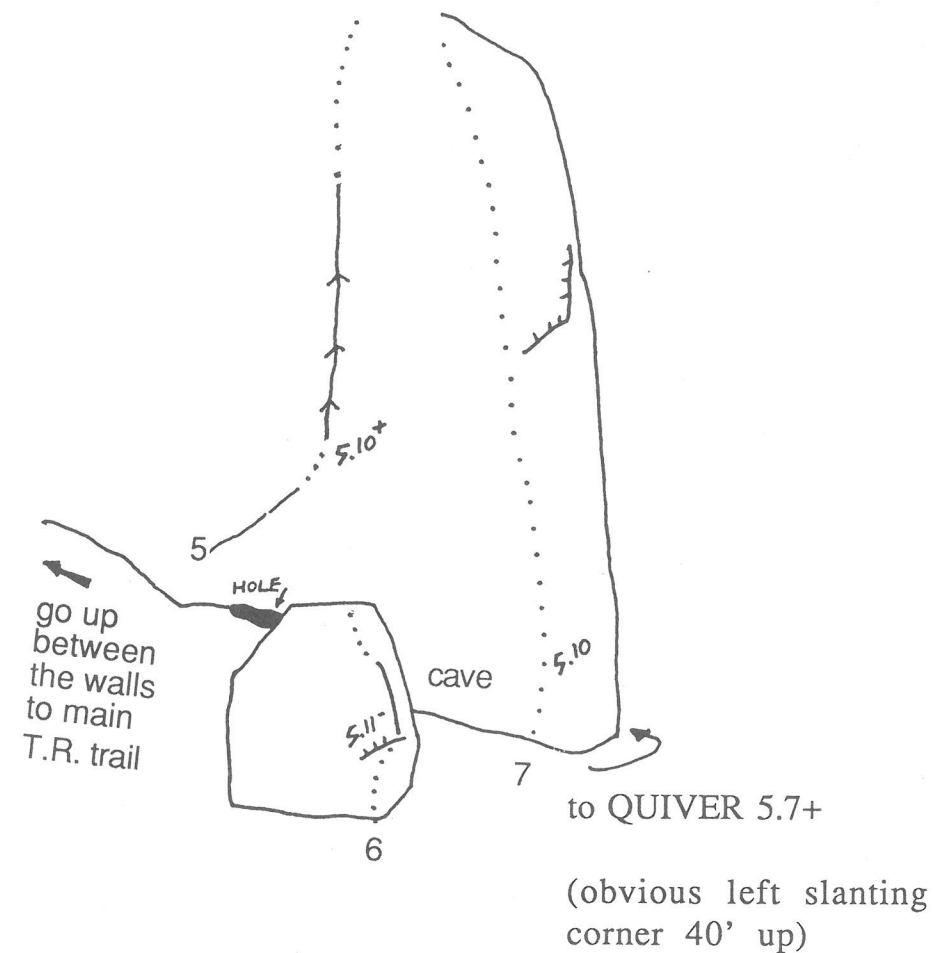
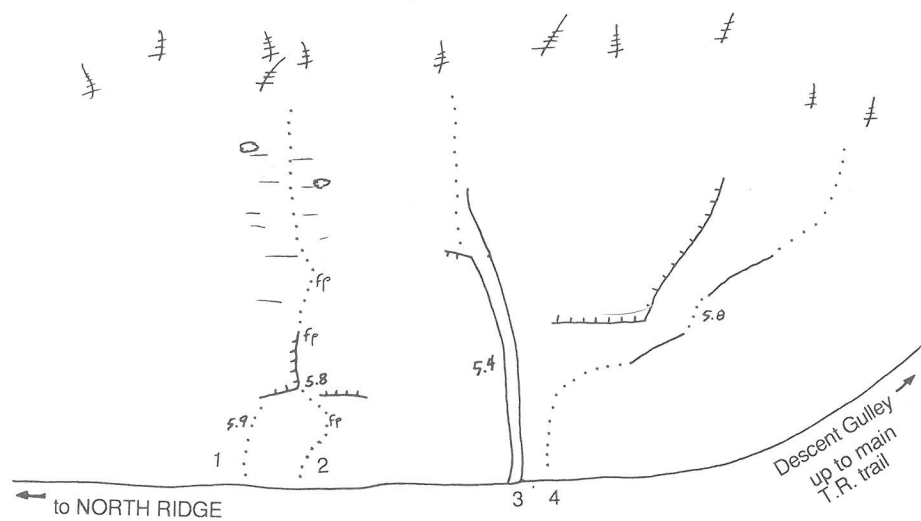
7. DANTE'S INFERNO 5.10

8. QUIVER 5.7+ *

Starts around the corner and down the hill from DANTE'S INFERNO. Locate the obvious left-slanting dihedral about 40' up.

9. RAINING AGAIN 5.10

P1. This route lies to the right of QUIVER. Go up face through overhang to ledge. P2. Traverse out right around the corner to the top.



NORTH CAROLINA WALL

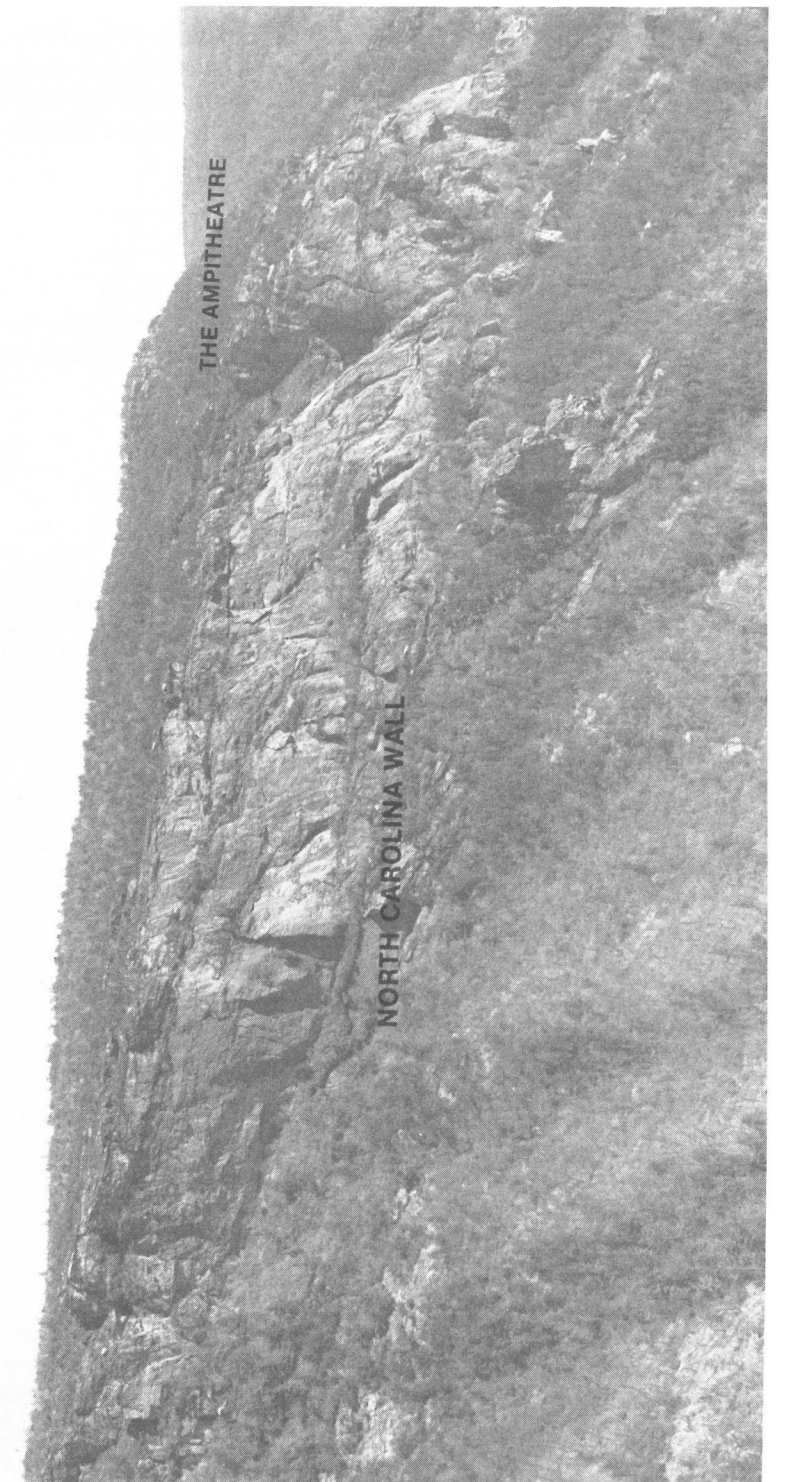
The North Carolina Wall area includes the Apricot Buttress, the main North Carolina Wall, the Amphitheater area, the Reggae Wall and the Chimneys. With the exception of the Chimneys, this is a wild area, relatively far from the road with sometimes interesting approaches. Travel in the gorge is not easy. All first time visitors to the NC Wall should plan on extra time for the ascent and the return to the parking lot; there may be a need to bushwhack around some to find your climb. Remember that afternoon storms are common, the routes are often long, and the approaches lengthy. The climbing is worth the effort, but keep in mind that routes in Linville Gorge demand extra planning and commitment.

APPROACH

See the map on Page 143. From the Table Rock parking area walk south along the obvious trail which follows the east ridge of Linville Gorge. A short walk takes you to the area known as the Chimneys. This is a popular area for top roping.

NORTH CAROLINA WALL: To reach the NC Wall, follow the main trail along the ridge until you reach the end of the Chimneys. Just past the Chimneys there is a good but obscure trail going right. This is the only trail going in that direction. Follow the trail until you get close to the edge of the cliff. There will be a fork in the trail. The left fork follows the top of the NC Wall. The right fork takes you to the top of APRICOT JAM. Take the right trail and locate the gully that lies between the buttress and the main cliff. Be very careful negotiating this gully, especially when wet. At the bottom of the gully you can approach APRICOT JAM by walking right. The main NC Wall can be reached by following the trail to the left (although at this point there is not much of a trail to follow). In general, stay close to the cliff as you hike around the base of the NC Wall. Note: In previous North Carolina climbing guides, a different approach, the Monster Gully was mentioned. This gully, which lies further south next to the Monster Buttress, is easier and safer to negotiate but is much more difficult to locate.

THE AMPHITHEATER: To reach the Amphitheater, continue on the main trail past the Chimneys and walk another 15-20 minutes. Locate a small pine marked with paint. This indicates the location of the trail to the Amphitheater. This is the only trail leading right and is fairly obvious. The trail leads to the head of the Amphitheater. If unfamiliar with the area, it might be wise to walk out onto the buttress to view the scene. Once in the Amphitheater the trail is discontinuous and easy to lose. To reach THE MUMMY head down through the woods until about even with the base of the Mummy Buttress, then walk left. To reach the PROW, go down the middle of the Amphitheater before moving right to the ledge of the PROW. If you follow along the base, there are several cliffs that must be avoided by moving left. The Reggae Wall is around to the right and above the Mummy Buttress. It is well hidden and hard to spot from above. Remember to allow enough time to make the approach, climb, and get back before dark.



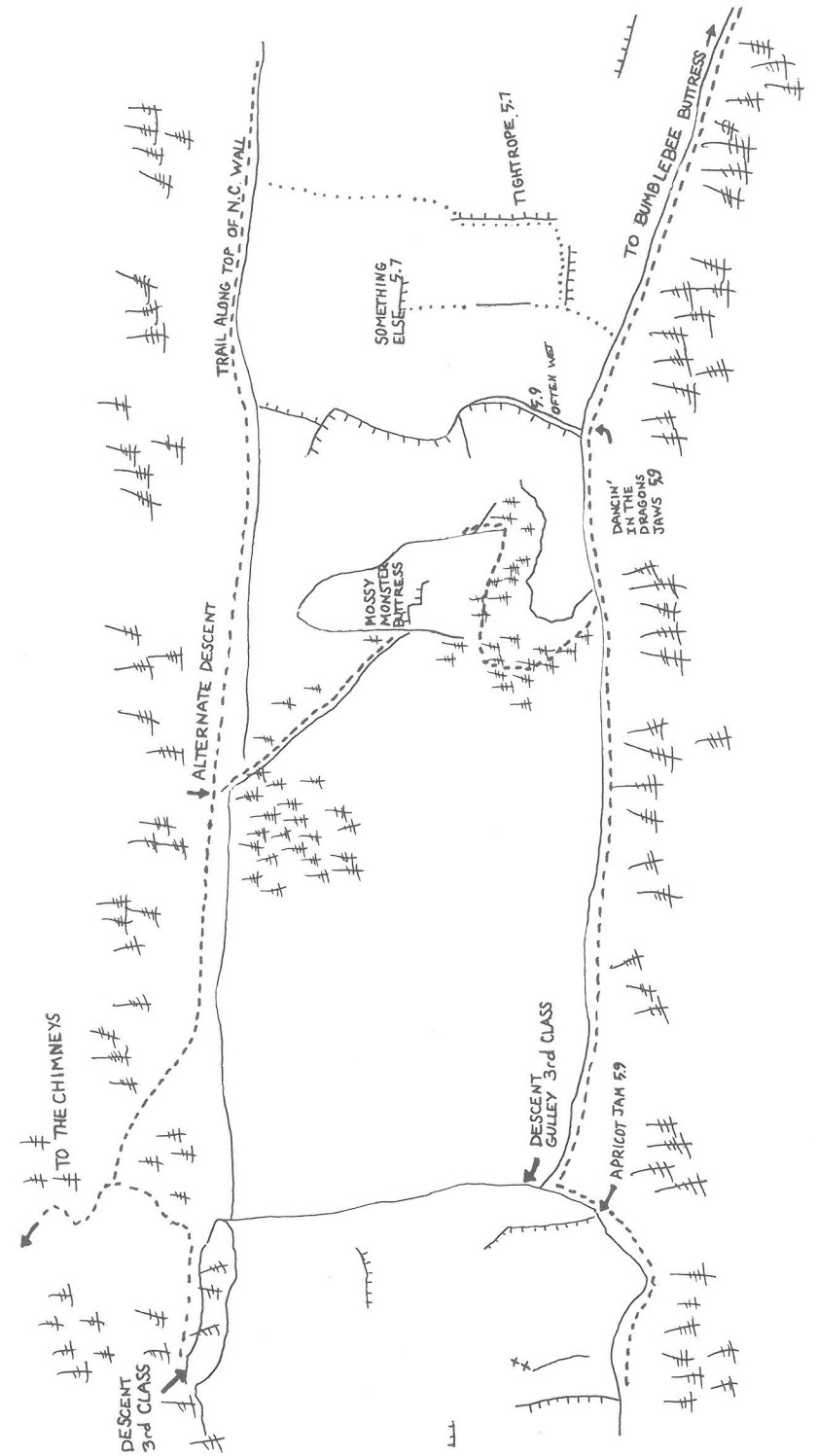
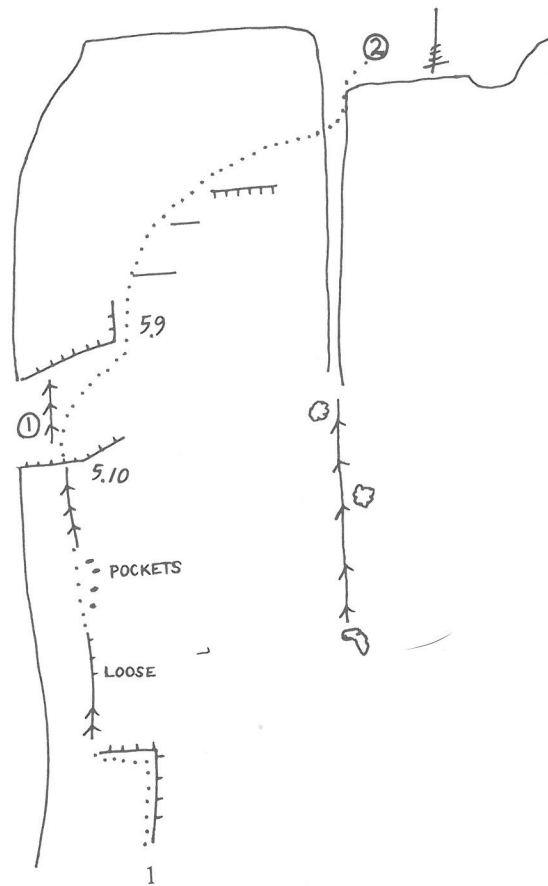
DESCENT

From the top of the NC Wall, follow the trail that parallels the top of the cliff. Walk left along the top until you reach the approach trail and continue to the main trail by the Chimneys. Unless you enjoy incredibly dense Rhododendron thickets, do not try to bushwhack straight up. From the Mummy Buttress, follow the trail along the top to the main approach trail.

THE CAMEL

This feature is approached by hiking past the chimneys then walking the trail toward the NC Wall. Go right at the top of the descent gully. An old rappel route is located directly across from the Camel.

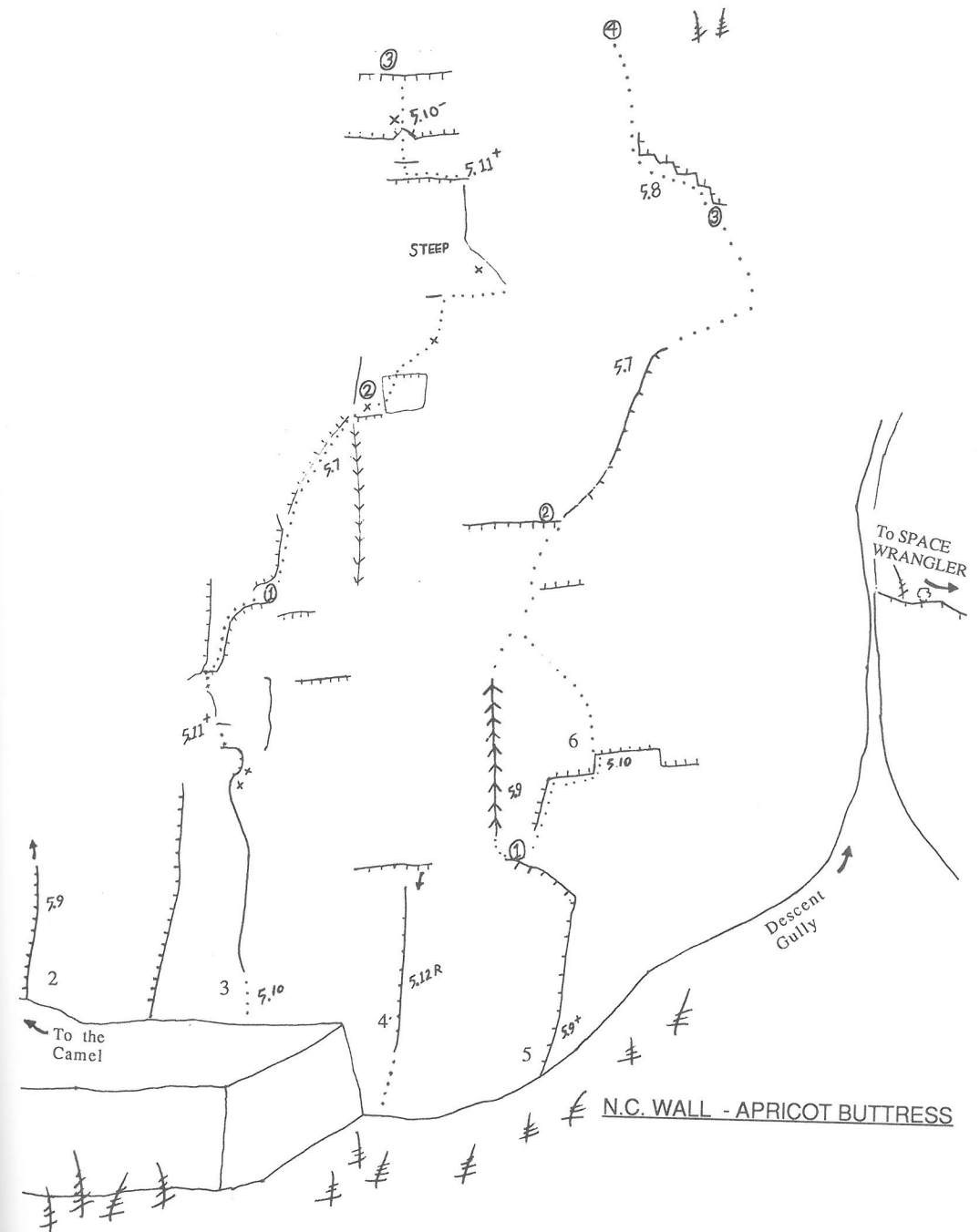
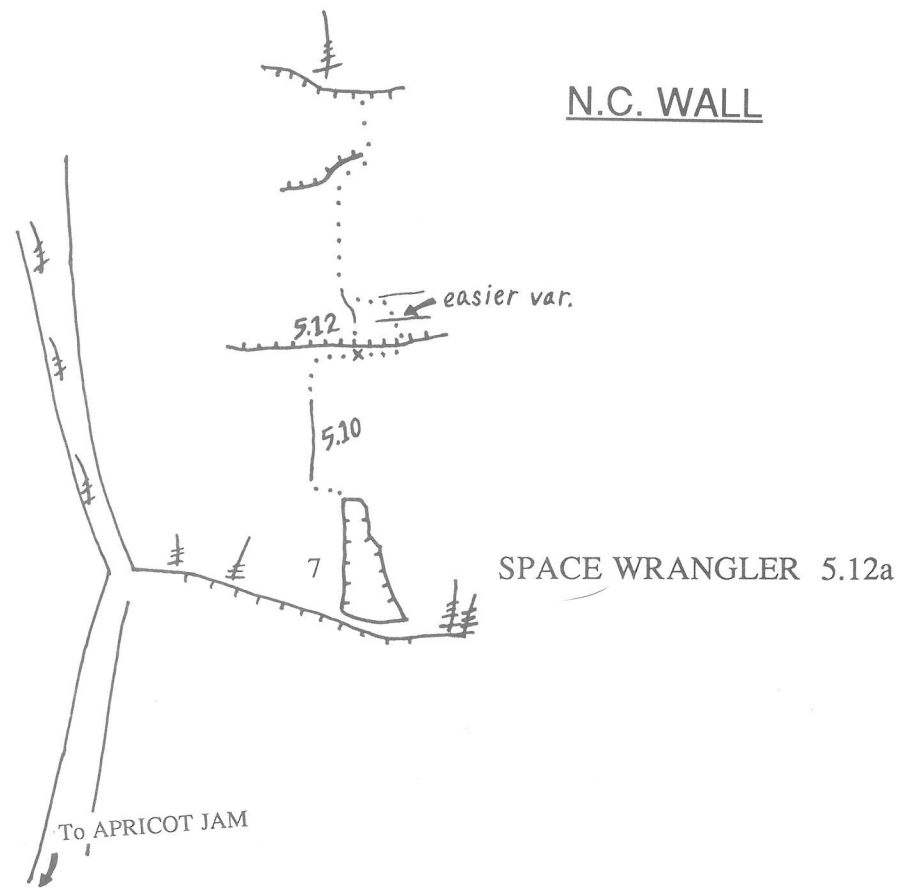
THE CAMEL, NORTH FACE



APRICOT BUTTRESS AREA

The Apricot Buttress is found to the left of the descent routes (when facing the wall).

2. **GUNSHY 5.9**
The obvious corner left of CAPT. HOOKS.
3. **CAPT. HOOKS NAMELESS NIGHTMARE 5.11d**
4. **PATIENCE 5.12 R**
Start below the vertical seam between CAPT. HOOKS... and APRICOT JAM. Follow the seam to a ledge halfway up the buttress. A fixed sling is found at the ledge.
5. **APRICOT JAM 5.9+ ***
6. **SPECTRE MAN 5.10**
7. **SPACE WRANGLER 5.12a**

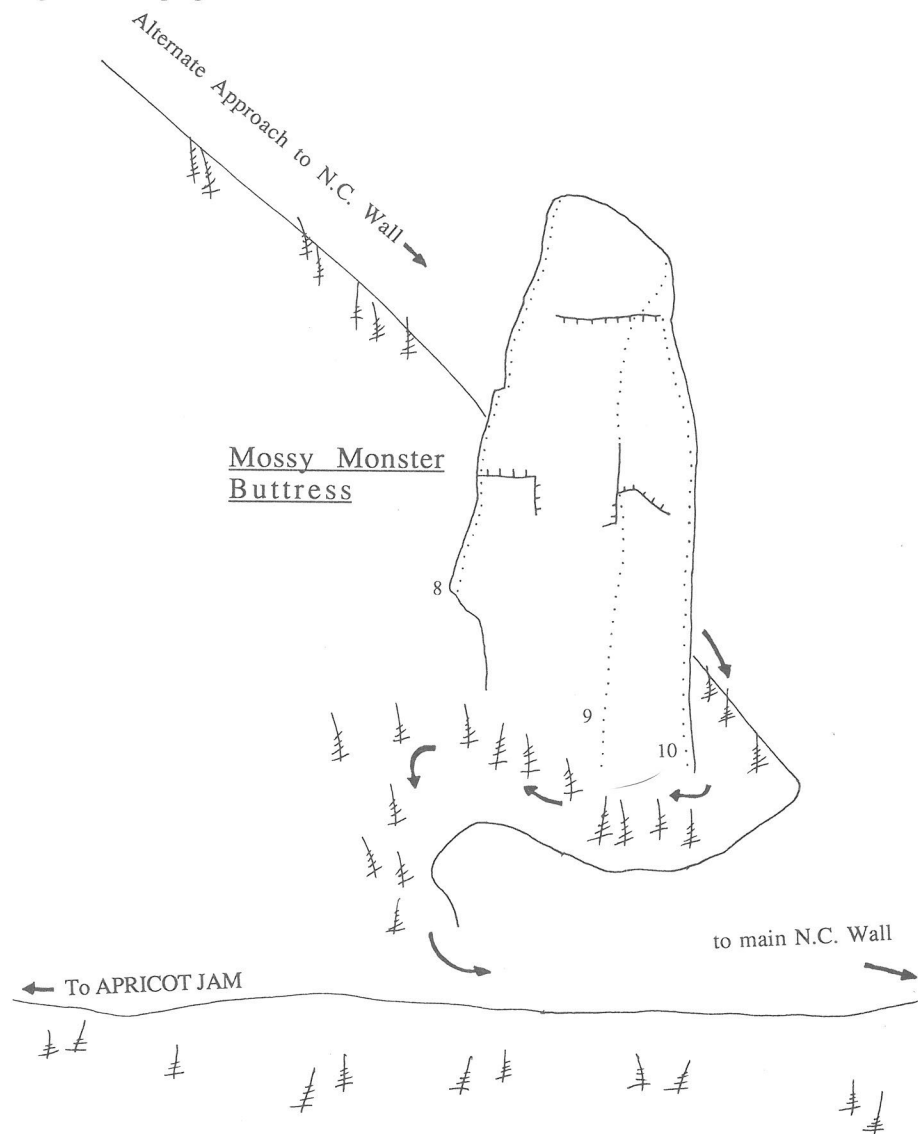


MOSSY MONSTER BUTTRESS

- 8. LIVE CHICKEN IN YOUR PANTS 5.9
- 9. GREYWOLF 5.9
- 10. TRANSYLVANIAN HOLIDAY 5.7

11. YOUTH IN ASIA 5.8+

Start in the gully between the Mossy Monster Buttress and the NC Wall. P1. Begin at the second tree from the top of the gully. Climb the face then move left to a crack. Traverse left then move up to a small overlap. Climb up to the overhang, step right, and pull the overhang at its apex. Move up to the ledge. P2. From the left side of the ledge go up then right to a hanging block. Pass the block on its left side.

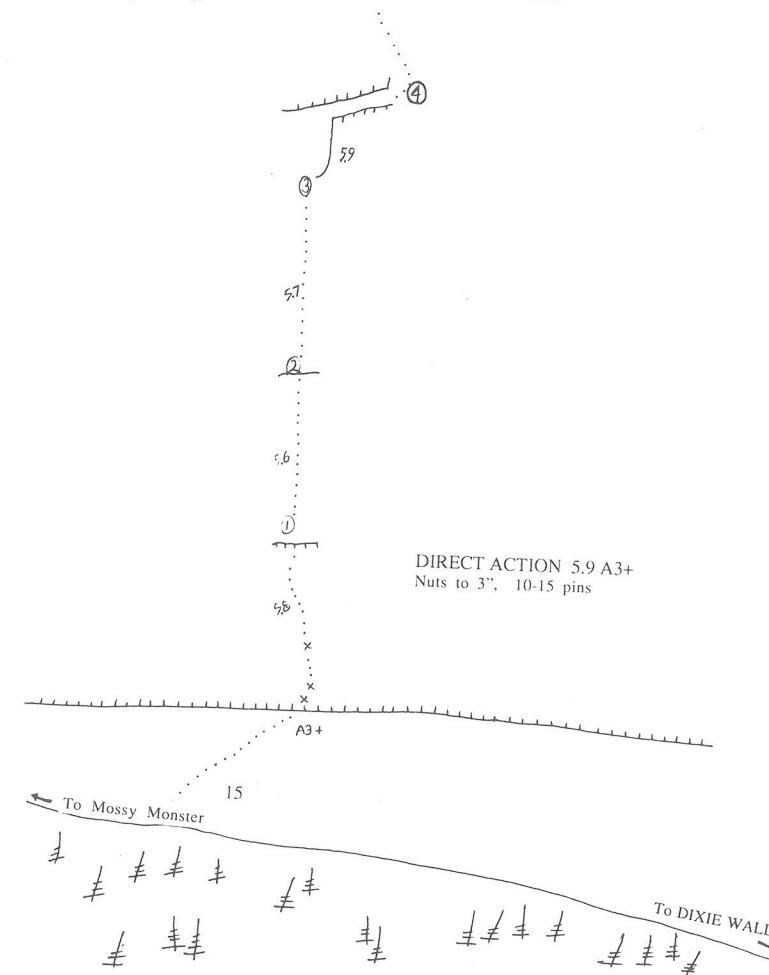


THE NORTH CAROLINA WALL

- 12. DANCING IN THE DRAGON'S JAWS 5.9
- 13. SOMETHING ELSE 5.7
- 14. TIGHTROPE 5.7
- 15. DIRECT ACTION 5.9 A3+
- 16. PIXIE WALL 5.11d *
- 17. RINKY DINK 5.10 *
- 18. RINKY DINK DIRECT 5.11b *
- 19. KK VARIATION 5.11d
- 20. BUMBLEDINK 5.9 X *
- 21. BUMBLEBEE BUTTRESS 5.8 *
- 22. BUMBLE FINGERS 5.10d

23. THE CORNER 5.7

A vegetated route just right of BUMBLEBEE BUTTRESS.



24. MU 5.10a R

Start on the face to the right of THE CORNER. Head toward the arete.

25. TWIST AND SHOUT 5.10a X**26. MITZEITZUSPAREN 5.9+**

3rd class to the upper tier and locate the last route. P1. Start on the flake and climb up to the smaller right-facing dihedral. Move up and left over the bulging section (5.9+) to another short dihedral. Belay about 30' below the roof. P2. Climb the overhang (5.9) to easier ground. Good climbing, no wait.

27. STANDARD DEVIATION 5.8+

P1. Climb the often wet corner with a wide crack/chimney. P2. Go left to the right-facing mini-dihedral, then up the steep face (5.8). A nice but rarely done pitch.

28. STD DEVIATION VAR. 5.9-

Climb the nice arete to a ledge about 40' up.

29. ZAGGER 5.7

The obvious crack which starts just before you walk behind the separate flake/pillar. Refer to the photo.

30. TARANTULA 5.10a *

Unlike most climbs on this part of the NC Wall, this route receives some traffic. Walk behind the separate pillar and locate a left-facing dihedral 30' up. P1. Start on a block and traverse left (5.10a) to a ledge at the base of the dihedral. P2. Follow a nice dihedral to an alcove, then move out right to a belay below a flake. P3. Follow a flake that arches up and right to an old fixed hex, then climb left up a steep face. Belay at the tree ledge. P4. Go straight back through the woods then up and right (5.7) to the top.

31. CAROLINA JAM 5.9 A2

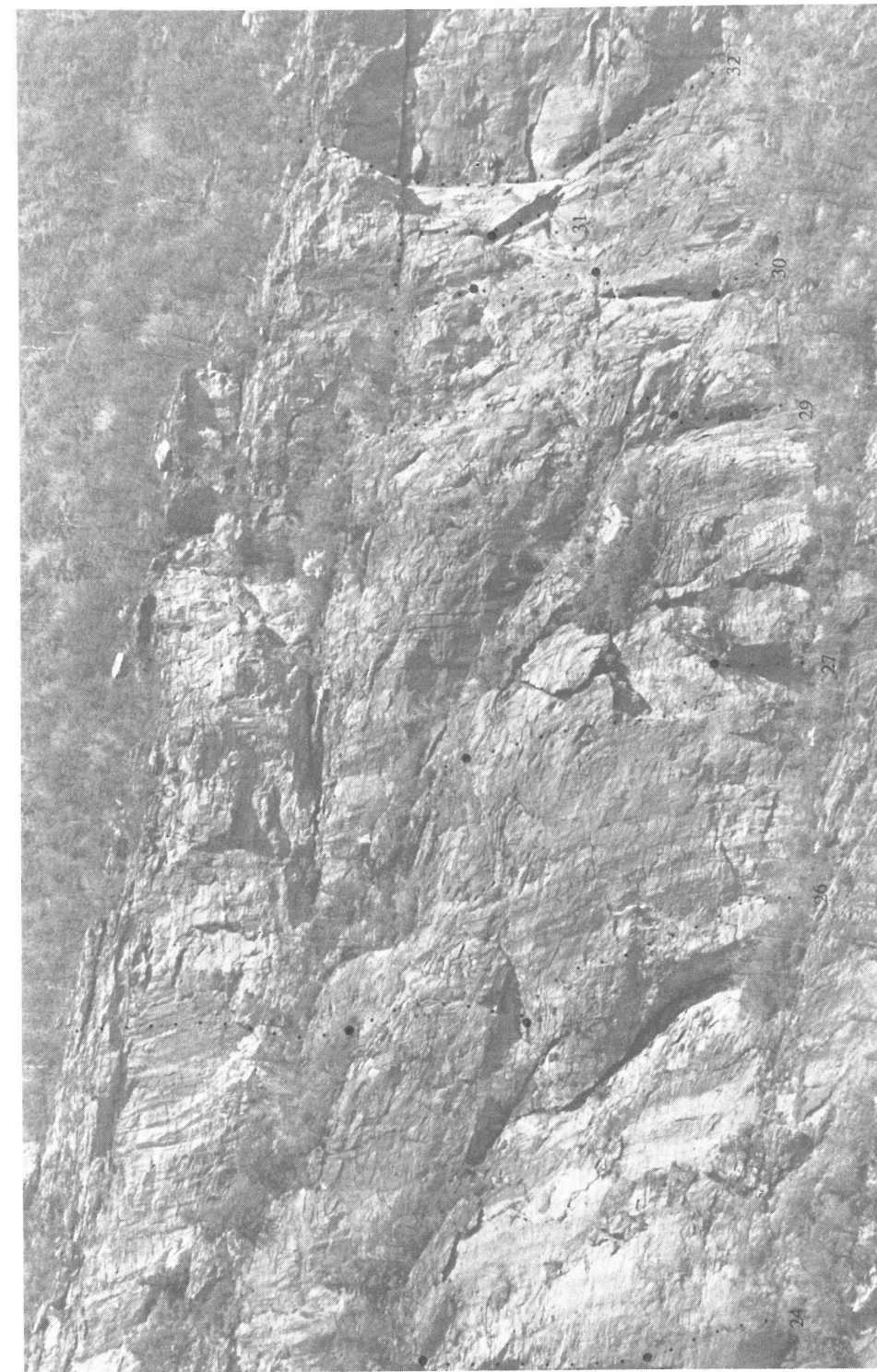
Begin just right of an overhang which lies to the right of the start of TARANTULA. Climb an unlikely looking face.

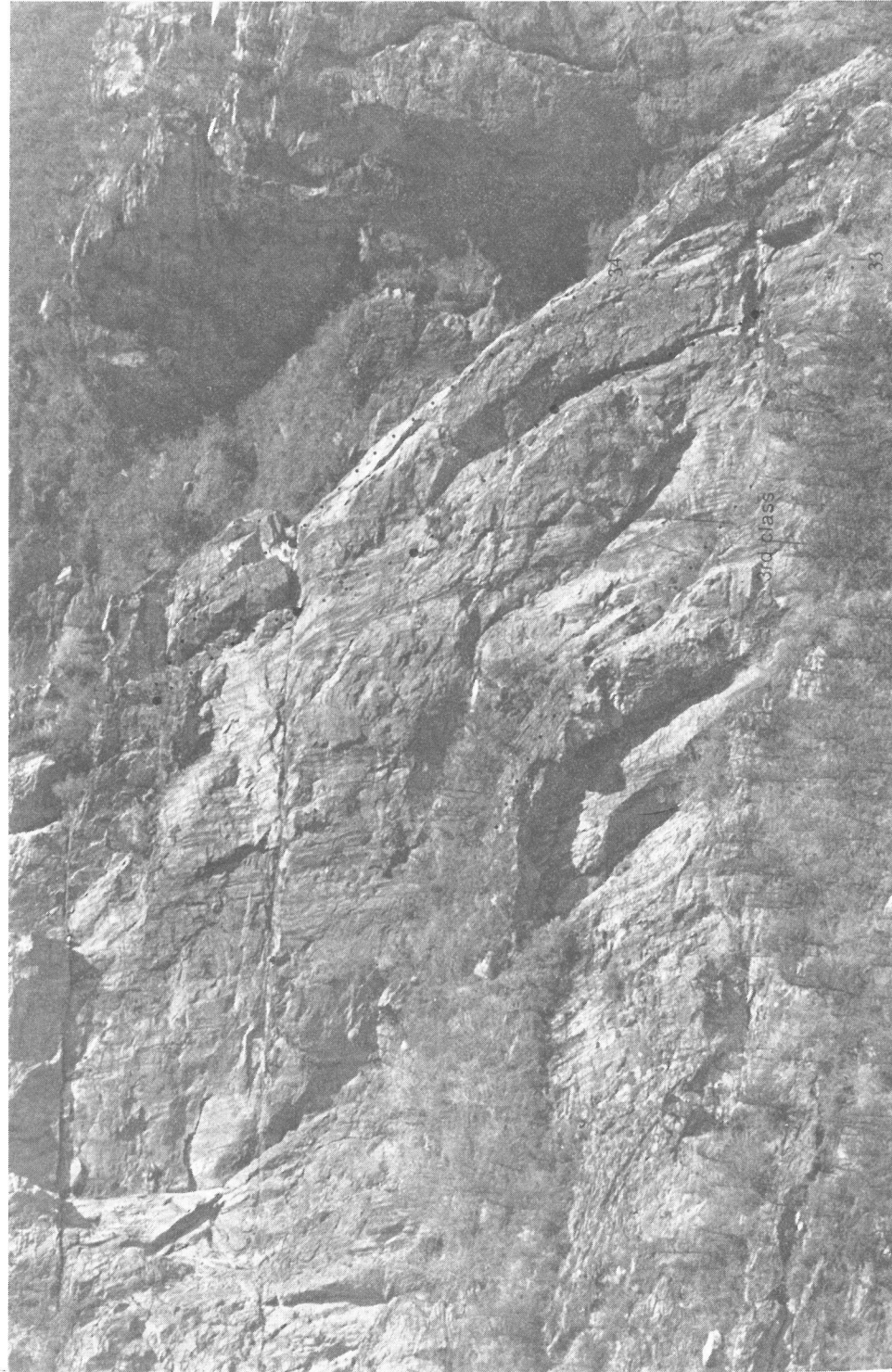
32. THE SLIMEY 5.9

Climb the ramp to the chimney system.

33. THE LIMEY 5.9

One of the most difficult gorge routes to approach. Hike along the NC Wall, but don't climb the 3rd class to the TARANTULA ledge. Continue along the base until just short of the PROW. P1. Climb the left-facing, slightly overhanging (5.9) dihedral. P2. Climb a low angle section to the base of steeper rock. P3. Go either straight up poorly protected rock, or skirt around to the left. Belay on a large ledge, P4. Continue to the top.





NC WALL AMPHITHEATER-NORTH FACE

34. THE PROW 5.4 *

Follow the poor trail down the middle of the amphitheater until you can reach the PROW on the North Face. Follow a small tree ledge out to the base of the route. This approach avoids several, seldom done pitches which lie below. Begin at a small pine tree. P11. Climb straight up the face past a steep section. Continue on a left heading ramp and belay at a small ledge. P2. Climb straight up to an alcove and a large ledge. P3. Climb the ramp/corner until it ends. Step left and climb the steep face on large holds to a belay ledge. P4. Continue to the top.

35. THE PROW RIGHT 5.4**36. SHORT CAKE 5.6**

Exact location not known.

37. HAM AND EGGS 5.4**38. SHORTCUT 5.10****39. SHAZAM 5.9****40. DIAGONAL 5.10****41. THE LABYRINTH 5.6****42. THE OPEN BOOK 5.11 ***

Highly recommended. P1. Scramble up weird low angle rock to a stance about 10' below the overhang. P2. Pull the overhang (5.11) then continue up into the dihedral. Climb the dihedral for 20-25' then move out right onto a ledge and belay. P3. Continue up the corner to the top (5.9).

43. GROUND ZERO 5.11

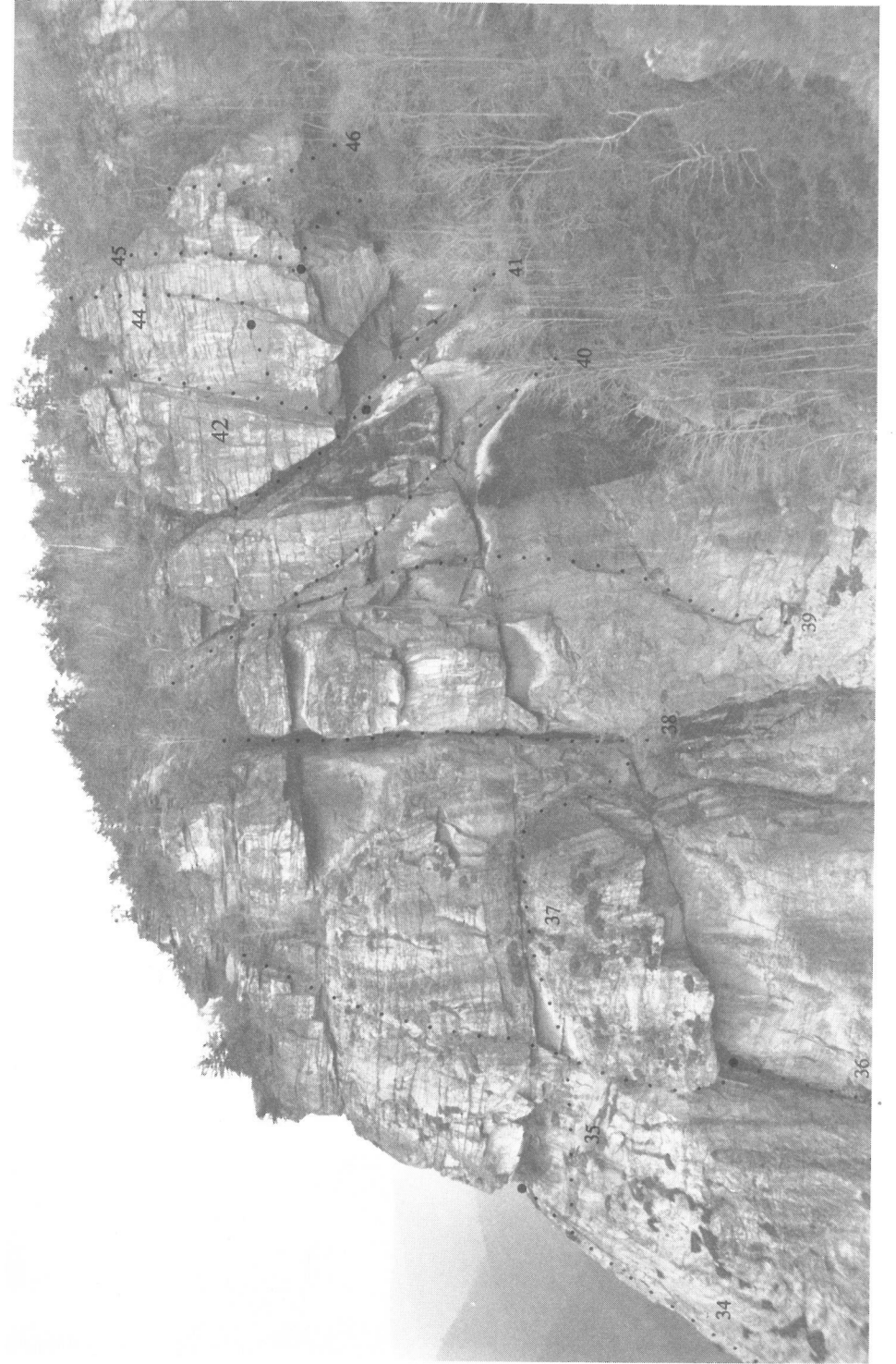
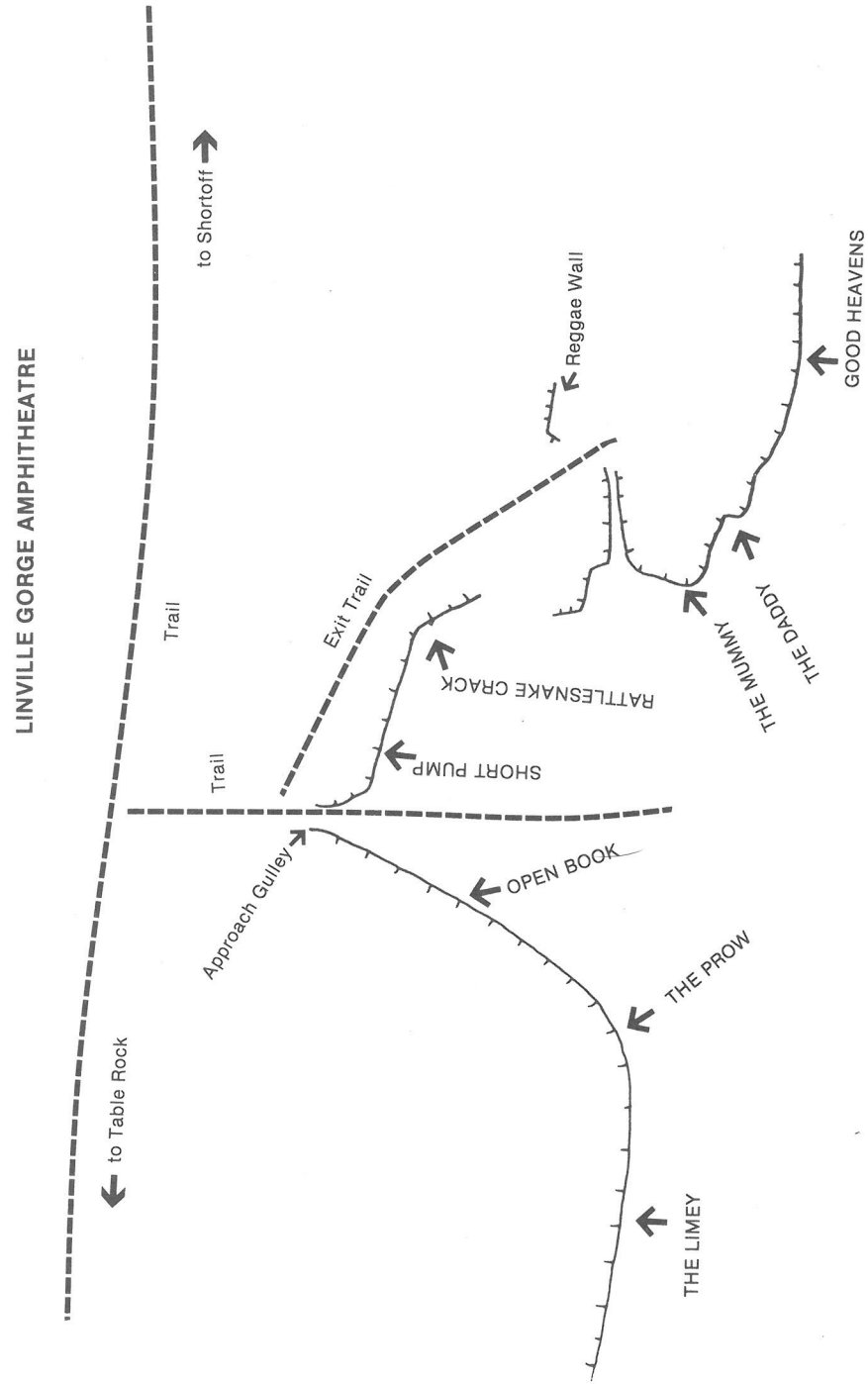
Climb the crux of OPEN BOOK. Once established in the dihedral follow a thin crack out the left wall toward the arete (5.11). Follow flakes up until onto the arete. Follow the steep crack up the face (5.10) and belay just before leaving the steep section. A very exposed route. Take double ropes, extra TCUs, extra #1 and #2 Friends, and a #4 Friend.

44. TURKEY BEARD 5.12a *

Climb the first 2 pitches of OPEN BOOK. P3. Traverse right across the belay ledge and climb around the corner to another semi-hanging belay (25'). P4. Climb the steep dihedral until it ends. Continue up to a bolt (crux), then pull through an overhang at some fixed pins to a difficult stance. Continue through a final overhang to the top.

45. LOST IN SPACE 5.8 A2**46. IGUANA CRACK 5.9**

This is the first left-facing corner on the North side of the Amphitheater.



NC WALL AMPHITHEATER-HEAD WALL & SOUTH SIDE

47. SHORT PUMP 5.10

As soon as get down the initial steep descent locate this route on the left wall. Start in a small right-facing dihedral on steep rock. A thin 40' R.P. crack on steep rock.

48. STAGE LEFT 5.10

Located just left of the obvious dihedral on the headwall.

49. SD MODIANO 5.9

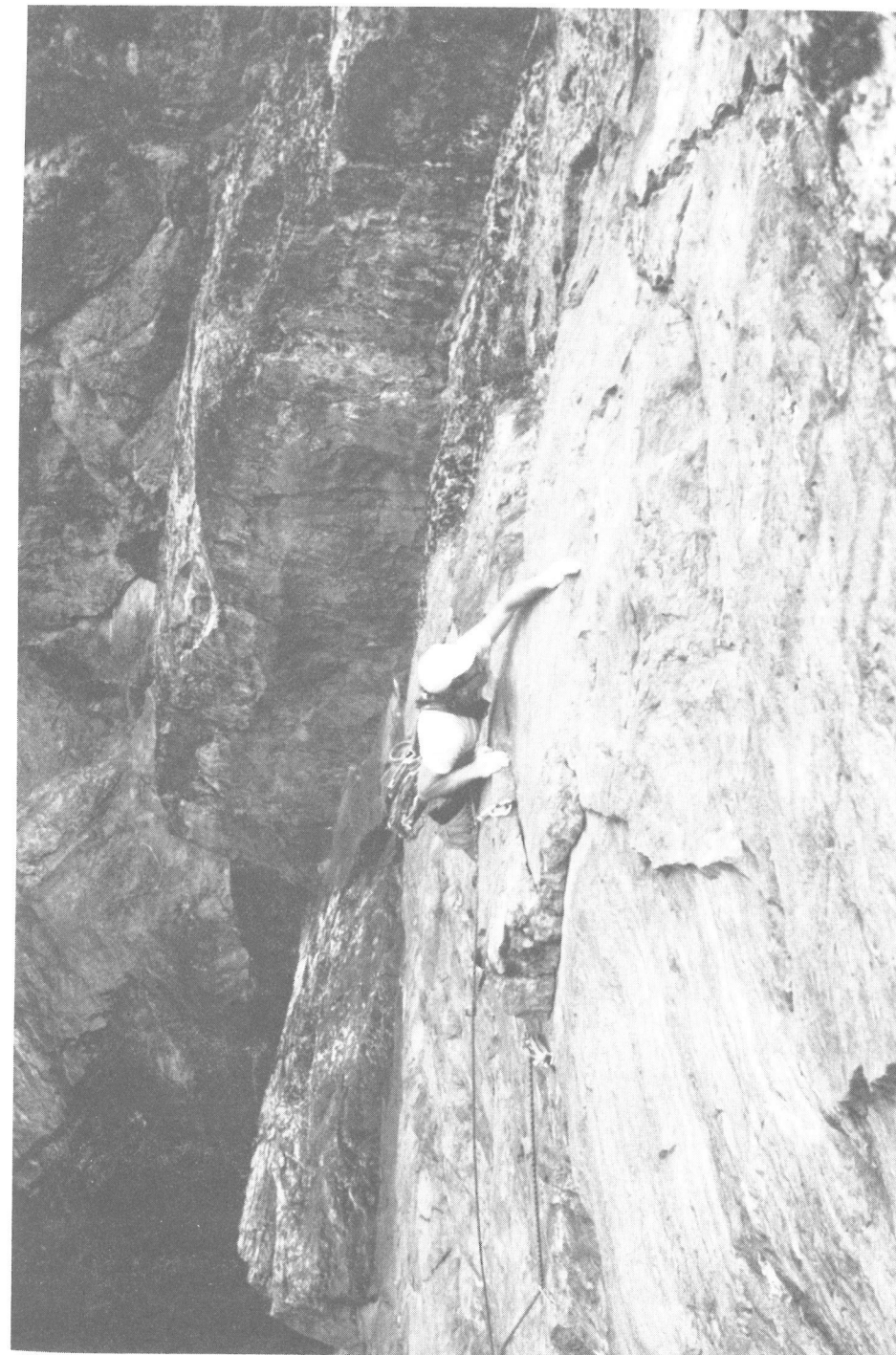
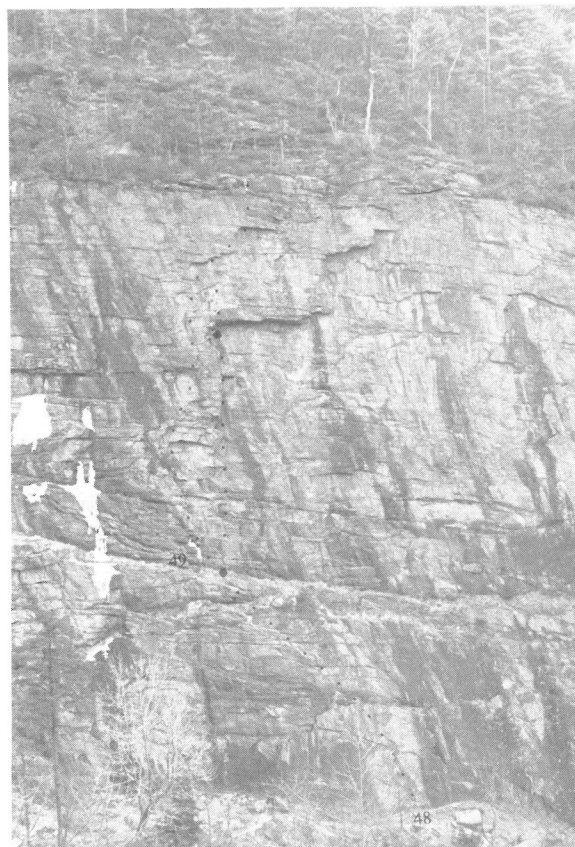
Follow the obvious right-facing dihedral to the roof. Climb the face to a small roof near the top. Traverse right around the roof then up to the top.

50. WISE GUYS 5.9 R

Climb up to the stage about 30' right of the dihedral. Climb the steep face and head up and right toward a block. Continue to the top.

51. RATTLESNAKE CRACK 5.9 *

Continue along the base of the headwall to the far right end. Follow the right-facing dihedral with a hand crack through an overhang to a ledge. Continue up or rappel.



Bruce Burgess on TURKEY BEARD, 5.12a; Photo: Thomas Kelley

52. HECKFIRE 5.7

Start on the left side of the chasm between the main wall and the Mummy Buttress. Climb the left-facing dihedral.

53. SCREAMIN MEEMIES 5.11 R

This is the left wall directly opposite LAND OF THE LITTLE PEOPLE. Pull the overhang (5.11) at the right end and climb up the crack that angles left. Belay below an overhang with a zig-zag crack. Climb the overhang to the top (5.11).

54. SKUNK CRACK 5.8

Follow the right-facing dihedral

NC WALL AMPHITHEATER-MUMMY BUTTRESS**55. LAND OF THE LITTLE PEOPLE 5.11a ***

Starts on the Mummy Buttress side of the chasm. Locate fixed pins and a bolt about 30' up. A #1 Friend is useful at the 2nd belay.

56. SIMPLE MINDS 5.7

Start on LAND OF LITTLE PEOPLE or TRINIDAD. This route is a variation of the 3rd pitch.

57. KING PUMP 5.11d

Follow the left leaning crack up the overhanging wall. Starts at a bolt 10' up.

58. ROCK LIKE AN EGYPTIAN 5.11d

Start just right of KING PUMP. Pull out right of the corner and climb the shallow dihedral. Protection is difficult.

59. JEWEL OF THE NILE 5.11a

Start just left of BROTHERS. Stand on the block and reach holds at the lip of the overhang. Continue up the face to a ledge and belay. Finish on TRINIDAD or BROTHERS.

60. BROTHERS START 5.7+

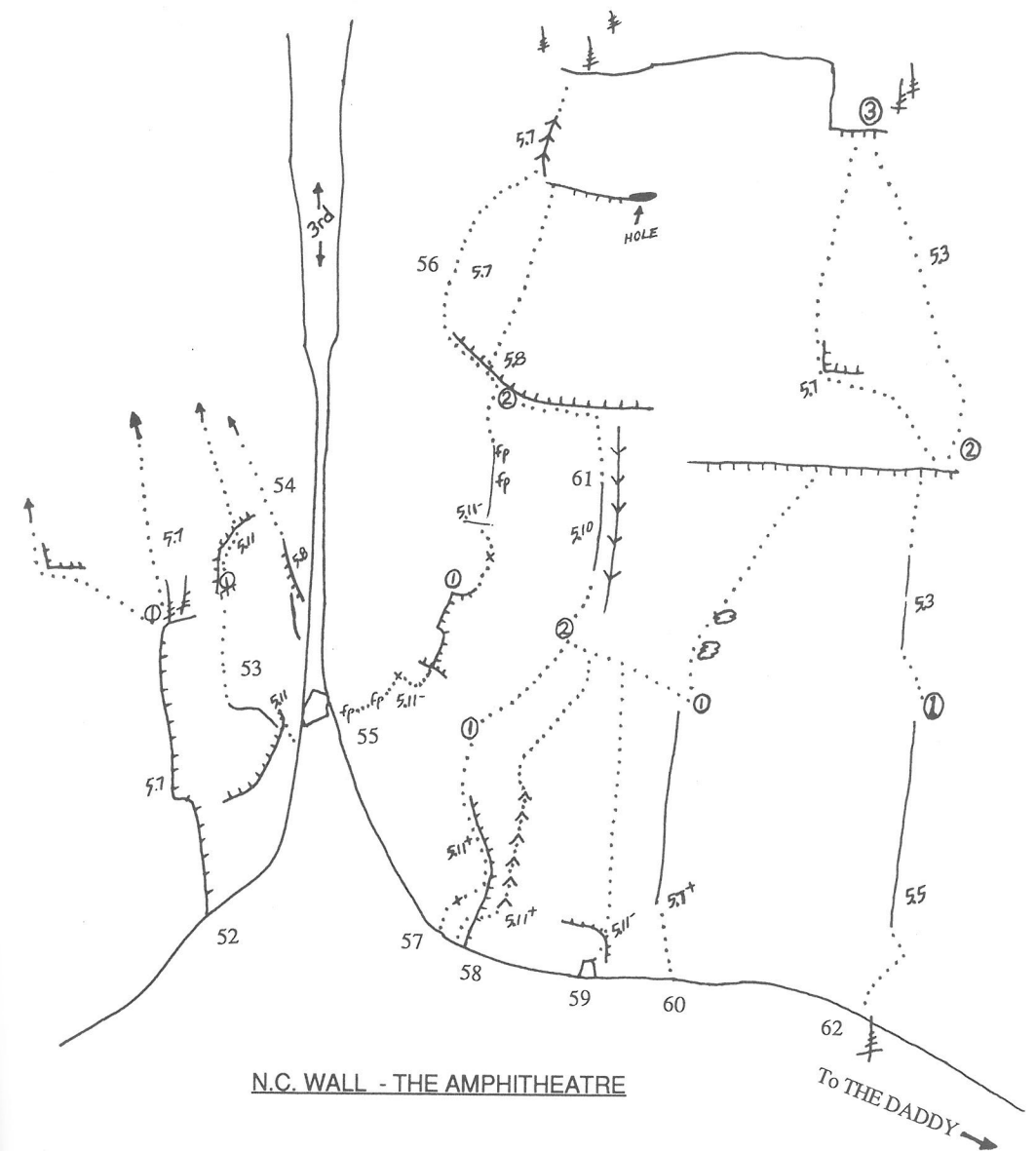
This is the obvious crack left of the MUMMY. The crux is getting into the crack.

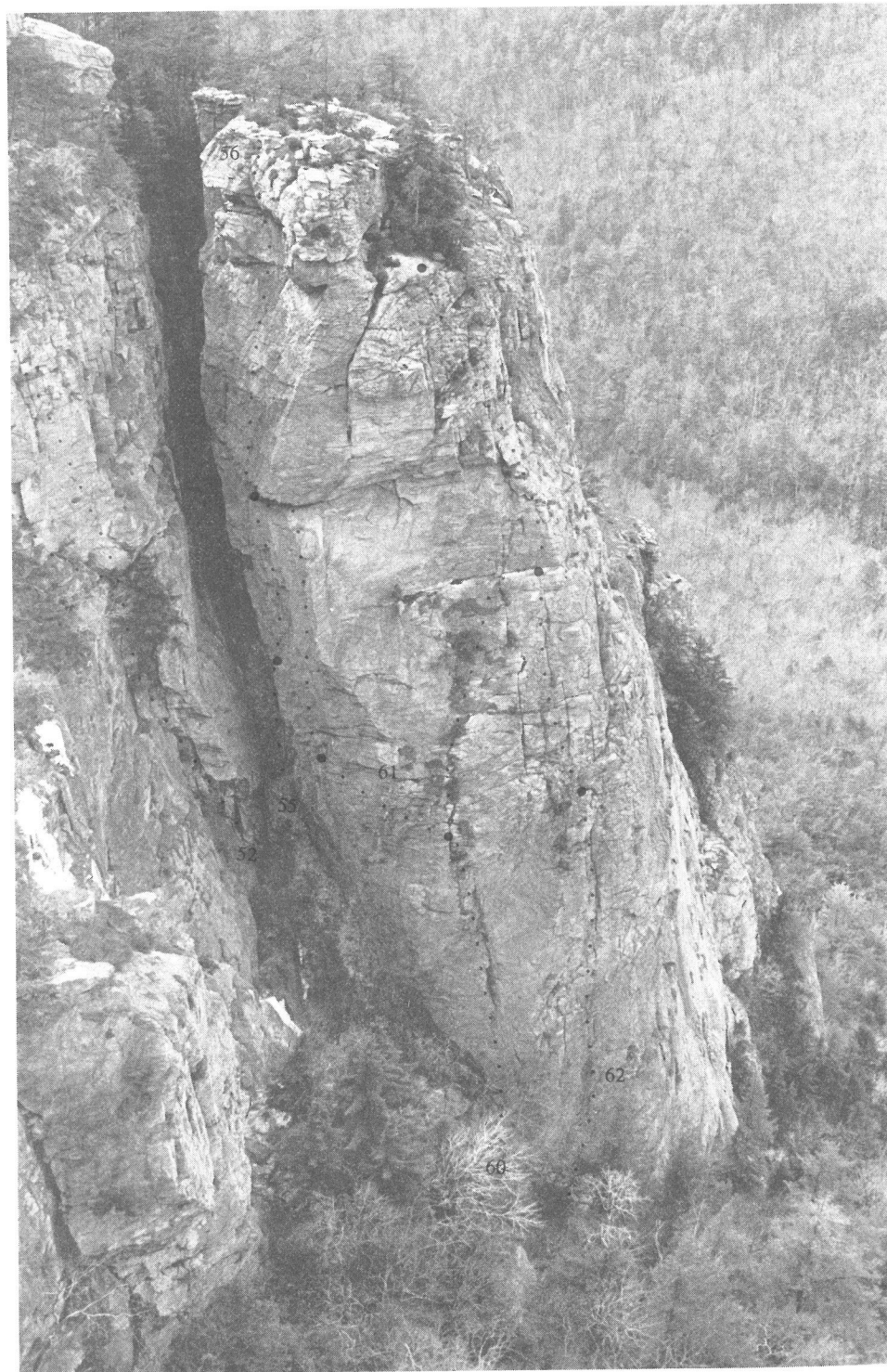
61. TRINIDAD 5.10a

From the end of the 1st pitch of BROTHERS go left to a belay (30-40'). Continue up the left side of the arete. Protection is difficult above the crux.

62. THE MUMMY 5.5/5.6 *

Highly recommended. This is the classic original line on the buttress. P1. Climb the face up to the crack. Follow the crack to the end and belay at a stance. P2. Climb a short lower angle section up to a large ledge and belay. P3. From the right end of the ledge climb up blocks around the corner. Move up and left to the top.



**63. SISTER SEAGULL 5.7**

Starts just down the hill from the MUMMY on some flakes. The route goes up a steep face right of the MUMMY. See the photo.

64. ULTRAMAN 5.10a R

P1. Starts just left of the DADDY. P1. Locate a bolt about 50' up. The 2 bolt belay is about even with the top of the 2nd buttress on the DADDY. P2. Move up and left (5.9+) to double bolts. P3. Climb out right then up to the right end of an arch. Work in RPs for protection. Traverse right to easier ground. Finish on the DADDY.

65. THE DADDY 5.6 *

Highly recommended. This is a great route with a large belay ledge, good climbing, and a wonderful view. P1. Start on the left side of the buttress. It's easier to climb the face right of the corner to the top of the 1st buttress. Continue up the 2nd buttress to the top and belay. P2. Start from the left side of the ledge and climb up flakes to a stance. Continue up and right until directly below a tree on the ledge above. Pull through bulges (5.6), P5. Climb up a slot to a blocky ledge. Make your way around blocks to a beautiful short dihedral. Climb the dihedral then move straight up the face to an overhang. Pull the overhang (5.6) to the top.

66. JOEY THE JERK 5.9

A variation to the last pitch of the DADDY. Move left on the steep face 25-30' left of the dihedral.

67. ULTRA JERK 5.10a

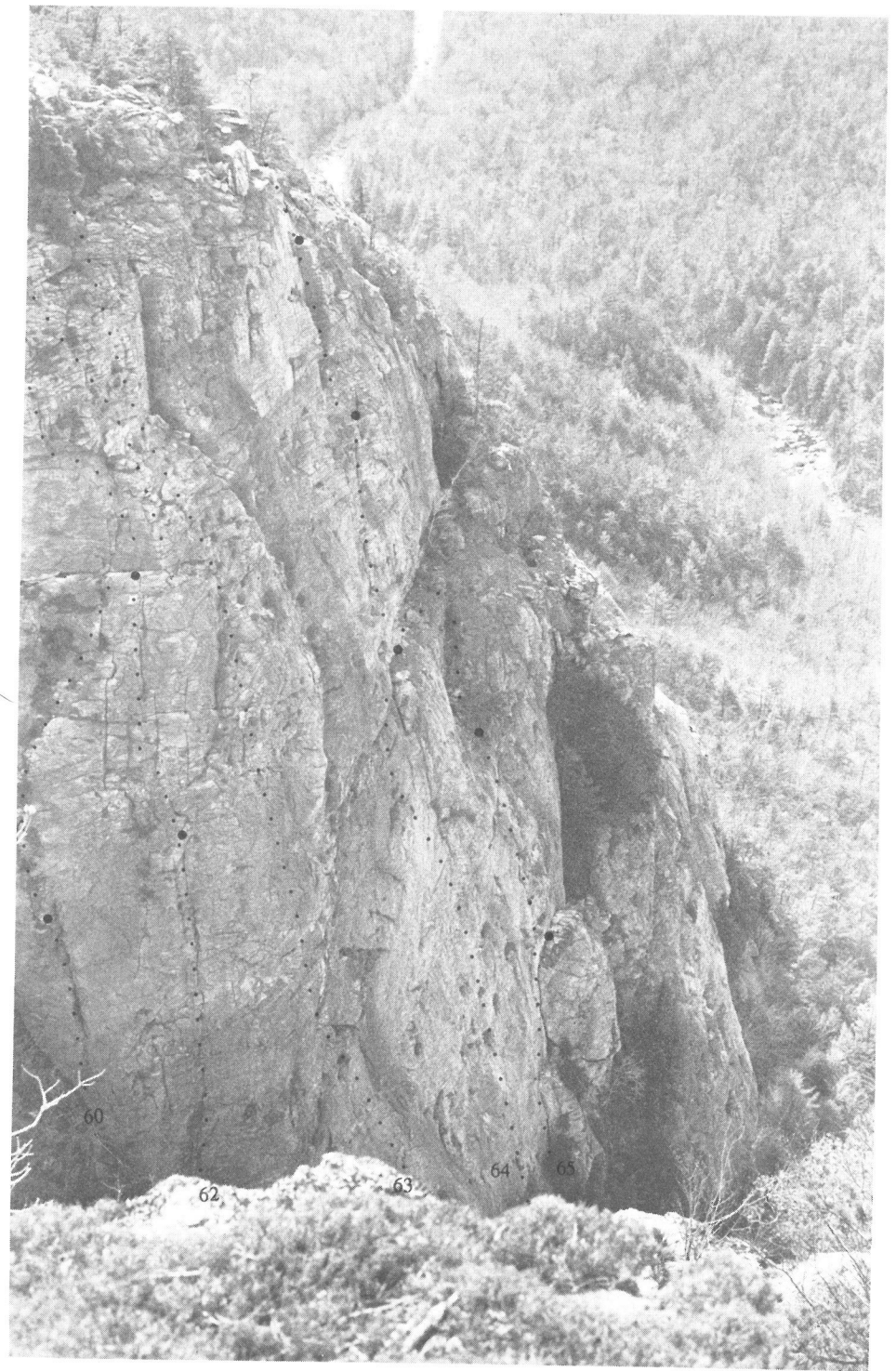
Combine ULTRAMAN and JOEY THE JERK.

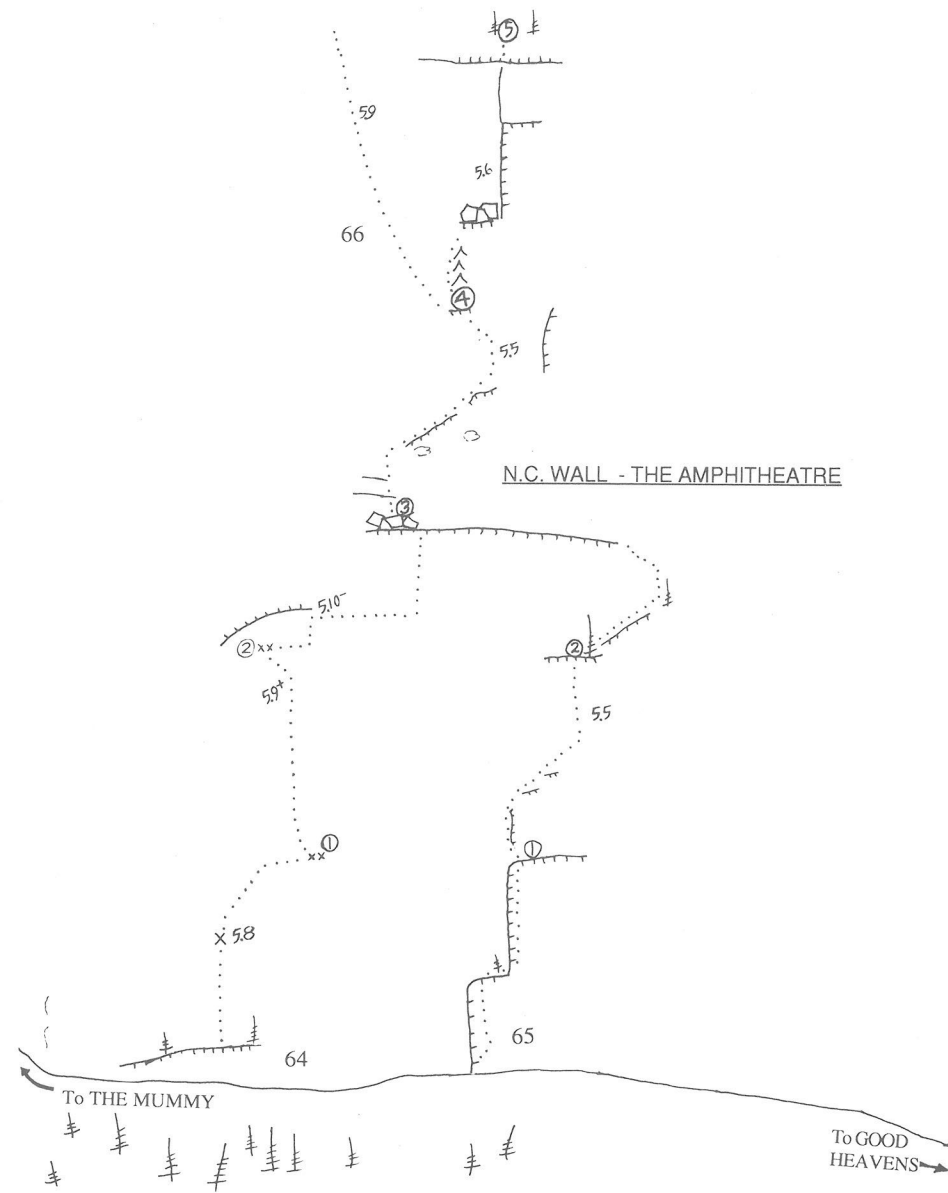
68. LIMBO 5.6**69. GOOD HEAVENS 5.4**

P1. Climb the obvious dihedral and face to the right end of the overhang. P2. Continue up the face to a large ledge and belay. P3. Scramble out right and bungle to the top of the wall.

70. PROW OF GOOD HEAVENS 5.4**71. ST. PAULI GIRL 5.8****72. HOLY MOSES 5.6**

62. The Mummy
 63. Sister Seagull 5.7 Ralph, R. Wink 79
 64. Ultharpan to a.R. Lindsey Brame, Tom McMillan, Jim O'Neal 180
 65. The Davids 5.6-5.7 Art Williams, Sid Holloway 72
 66. The Limey 5.9
 67. Good Heavens 5.4 Gillespie, Mitchell 37e
 70. Arch of Good Heavens 5.4 Ralph, Phil O'Neal 1979
 71. St. Beal 1971 5.8 Ralph, Gaskin, Wink 1980

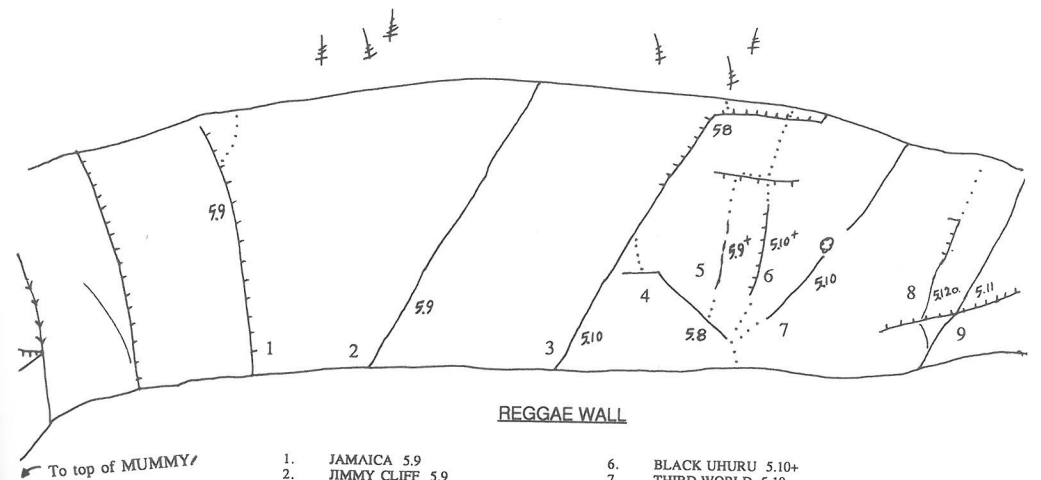




REGGAE WALL

This little wall is located in a hidden spot just above the Mummy Buttress. From the top of the Mummy start hiking up toward the trail. If you head straight up the hill instead of cutting left toward the trail that runs along the edge of the Amphitheater, you will most likely find the Reggae Wall. It is approximately 50 yds. up hill from the Mummy Buttress. The wall is only about 40' high. It's a good place to visit after doing one of the longer Mummy Buttress routes.

1. JAMAICA 5.9+ *
2. JIMMY CLIFF 5.9 *
3. YO MAMA'S A RASTA 5.10 *
4. ELECTRIC AVENUE 5.8
5. TRENCH TOWN 5.9+
6. BLACK UHURU 5.10d
7. THIRD WORLD 5.10
8. STEEL PULSE 5.12a
9. BOB GNARLY 5.11 *



- | | |
|----------------------------|----------------------|
| 1. JAMAICA 5.9 | 6. BLACK UHURU 5.10+ |
| 2. JIMMY CLIFF 5.9 | 7. THIRD WORLD 5.10 |
| 3. YO MAMMA'S A RASTA 5.10 | 8. STEEL PULSE 5.12a |
| 4. ELECTRIC AVENUE 5.8 | 9. BOB GNARLY 5.11 |
| 5. TRENCH TOWN 5.9+ | |

SHORTOFF MOUNTAIN

Shortoff marks the southernmost point of the Linville Gorge. It is a large cliff boasting many fine routes of up to four pitches on generally sound rock. In Linville Gorge only the NC Wall is larger. Due to the long approach, many climbers visiting this area plan on a two day trip.

LOCATION

See map. Wolf Pit Road is about .4 mile west of the boat ramp. The dirt road to the parking area is approximately 3.5 miles long.

APPROACH

At the dead end on Wolf Pit Road there are 2 trails. Take the larger left hand trail, which is the continuation of the road. Walk uphill for about 5 minutes and then turn right. Continue up the hill passing several apparent splits in the road. All these splits actually lead back into the main trail. About 30 minutes from the car a perpendicular road is reached. Go straight across the road to a trail. This is the Mountains-to-the-Sea trail, and is marked with white paint. Follow the trail for another 15 minutes to the top of the cliff. Walk along the top of the cliff for about 10 minutes until a spring is reached. When you reach the spring (which may be dry in mid-summer), follow the gully down to the base of the rock. The gully is steep and may require a rappel near the bottom. The distance from the parking area to the top of the cliff is about 2 miles.

CAMPING

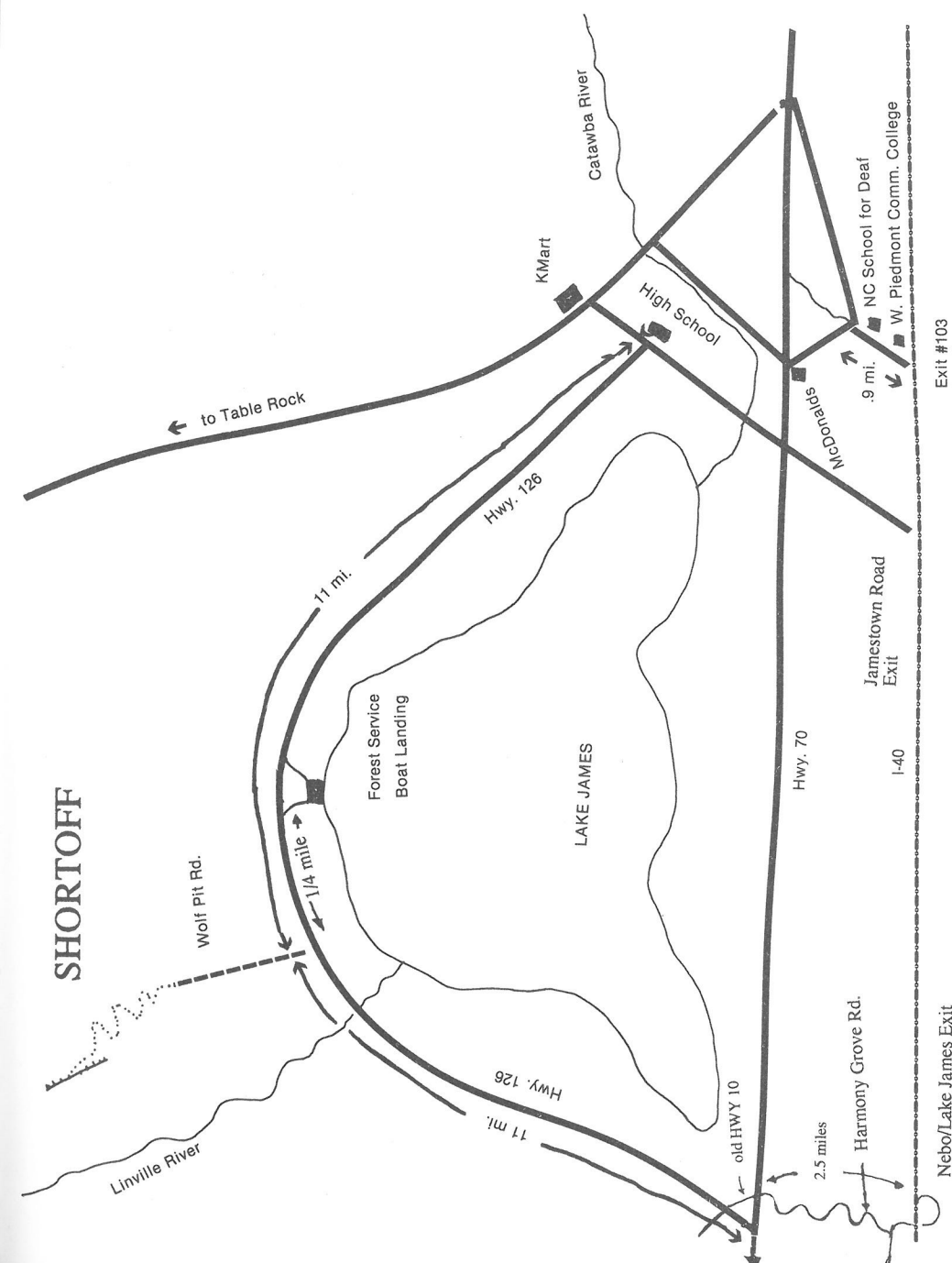
The campsites are just beyond the spring.

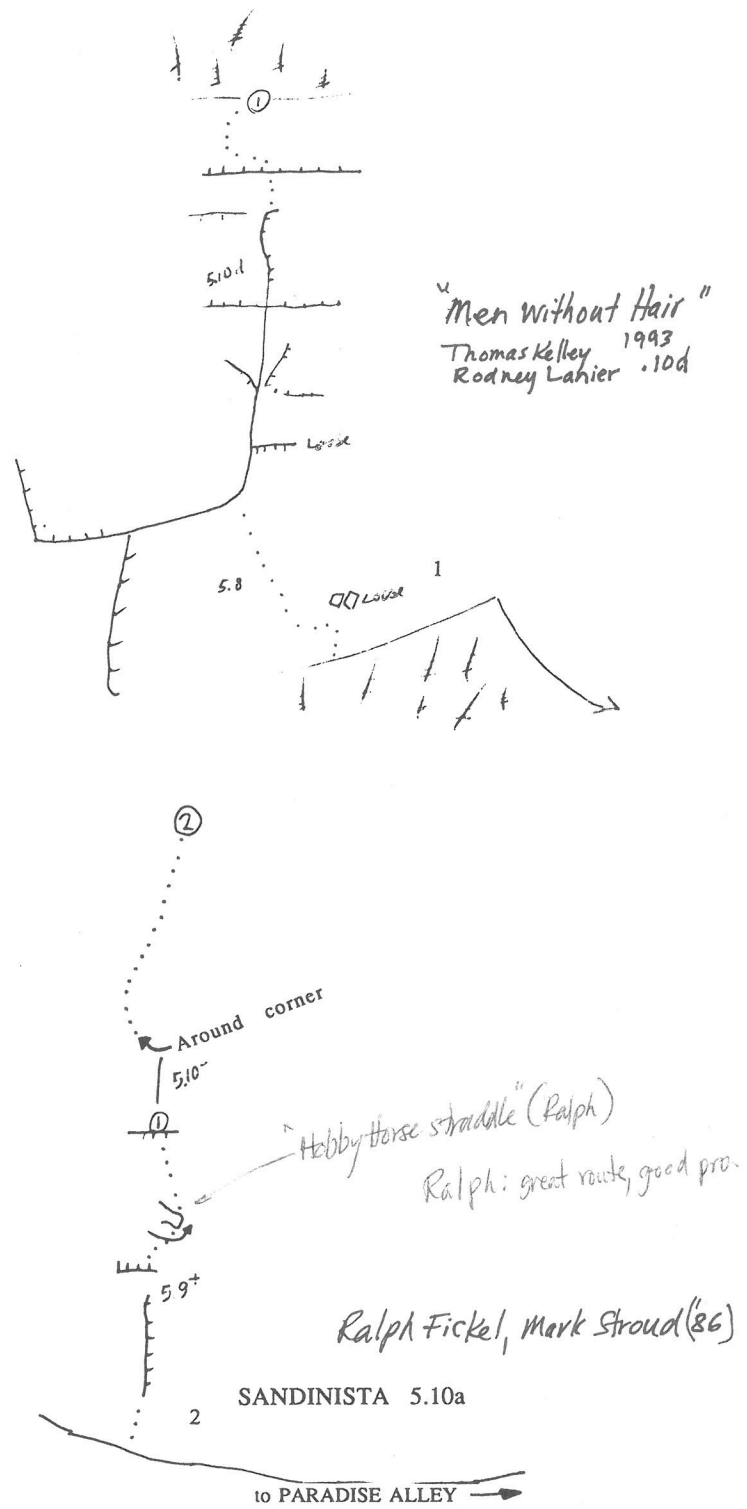
Routes are described from left to right, or north to south.

NORTH OF THE DESCENT GULLY

1. **MEN WITHOUT HAIR** 5.10d *Thomas Kelley, Rodney Lanier '93*
This route is located on the far left end of Shortoff, beyond Shortoff Spire. There is some loose rock. To exit the route scramble up to a ledge below the headwall. Traverse right and 3rd class up steep rock to another ledge which is below another band of rock. Traverse right through a briar thicket to the top.

2. **SANDINISTA** 5.10a *Ralph, Mark, David '86*
Bushwhack past SUPERCRAK to a separate pillar. The route starts behind the pillar and ascend the main wall. Follow the crack/flake system that arches up and right.





3. SHORTOFF SPIRE 5.8 Thomas Kelley, Mark Owen '93.

This spire is at the far left (north) end of Shortoff. The route goes up the outside face. Climb up through a notch to the outside face. Climb up through the notch to the outside face. Traverse over to a crack. Climb the crack to the top and a single bolt anchor.

4. FALSE PARADISE 5.7 Tom Howard, Bill Newman '99.

This is the obvious right-facing dihedral left of SUPERCRAK. It is past the more hidden start of PARADISE ALLEY. P1. Follow the dihedral up and right. Continue up the face. P2. Climb up and left onto a large ledge beneath an overhanging wall. P3. Climb the overhanging wall (5.7) to the top of the SUPERCRAK buttress. P4. Step across the chasm onto the main wall on the right side. Continue up through the slot to the top (5.7).

5. PARADISE ALLEY 5.8+ * Tom Howard, Bill Newman '79.

The start, which is completely hidden by vegetation, is located just left and around the corner from SUPERCRAK. P1. Climb the steep dihedral and the face above to a belay under an overhang. (5.8) P2. Pull the overhang and continue up to the large ledge on the left side of the buttress. P3. Climb overhanging buckets to the top of the SUPERCRAK buttress. P4. Step across the chasm and climb through the slot to the top (5.7). The left variation is harder at 5.8 or 5.9.

6. SCREAM DREAM 5.11d * Tom Howard, Jim Okel, Bill Newman '80.

A.K.A. SUPERCRAK. P1. Climb past a bad fixed pin and a 2.5 Friend into the crux. Continue up the overhanging crack for another 40-50' to a belay about 80' up. Pitches 2-4 are about 5.8 to the top.

7. LICHEN EXPRESS 5.10 Ed Begoon, Jim MacArthur '85.

The route starts inside the chimney just right of SUPERCRAK. P1. Climb the right wall following a finger crack (5.10). It's easier if you use the chimney. P2. Climb the face to the top (5.8).

8. DELIVERANCE 5.10a R Thomas Kelley, Tom Howard, Genny Thins '85.

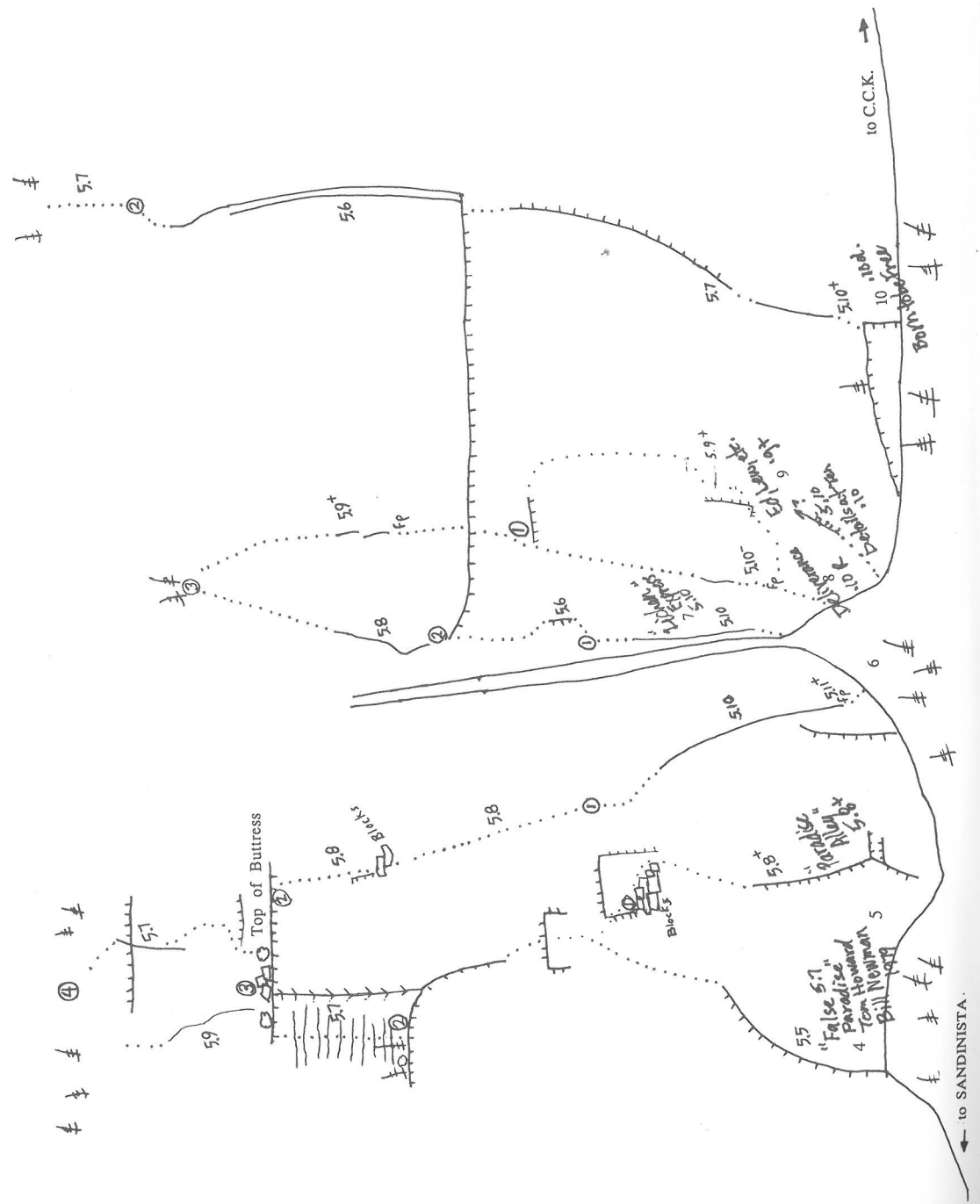
P1. Locate a pin on the face out right and 15' up from LICHEN EXPRESS. Continue straight up the face to a shallow crack, then up to a belay ledge (5.10a R). P2. Continue up the nose, past a hidden pin, to the top (5.9+).

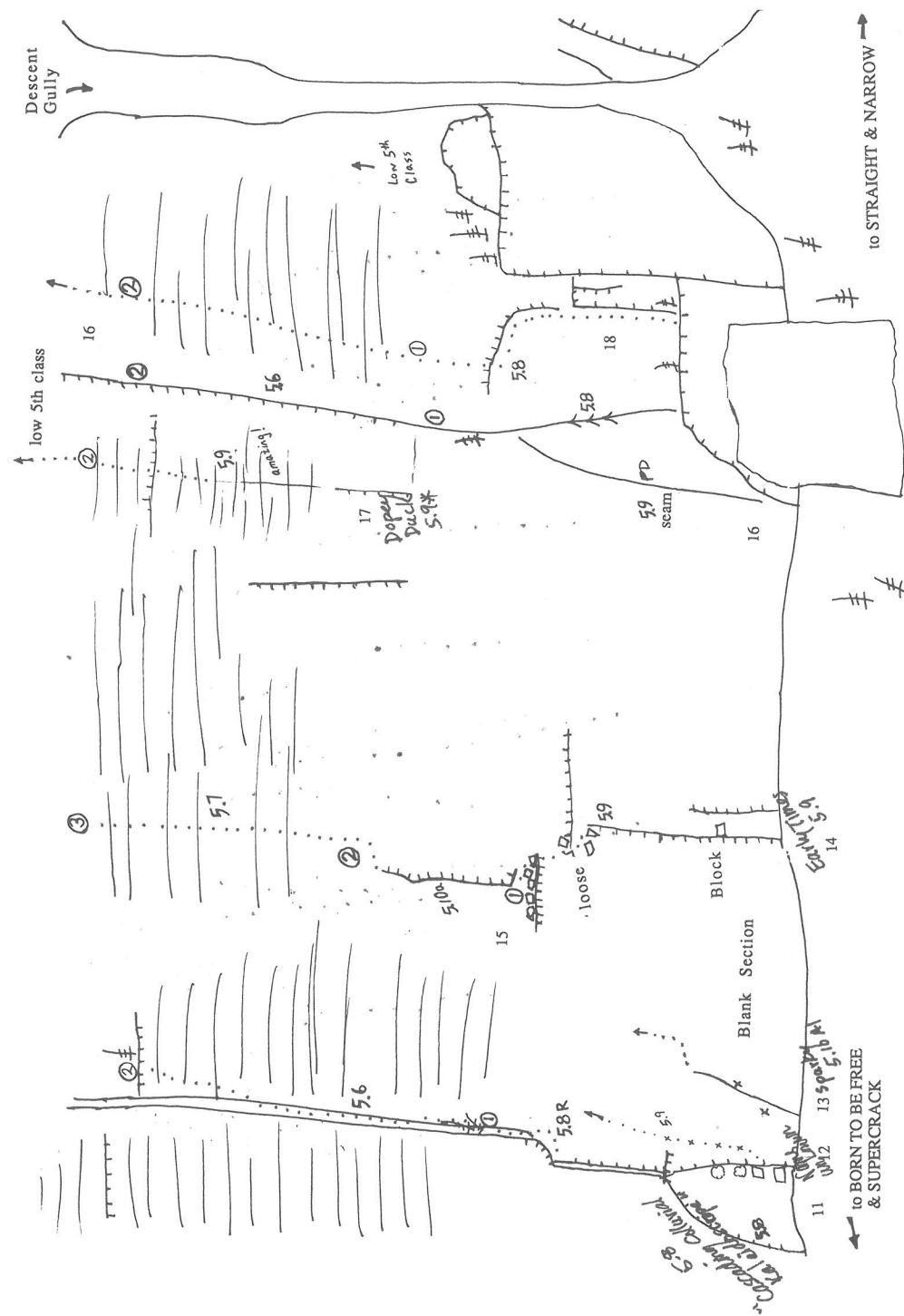
9. ED, LEW, BOBBY & DREW 5.9+ Thomas Kelley, Carl Lail '95.

Finish on the second pitch of deliverance.

10. BORN TO BE FREE 5.10d Tom Howard, Bill Newman '80. FFA Bruce Burgess, Chris Caldwell

This route is located just left of a steep blank section of wall and just right of the point where you would go around the corner to reach SUPERCRAK. The route is somewhat hidden by vegetation. P1. Start from the right end of the ledge and work up to the crack (crux). Continue up to the large belay ledge. P2 & 3. Follow the obvious chimney/corner to its end, then up the face to the top.





11. **CASCADING COLLUVIAL KALEIDOSCOPE** 5.8 Tom Howard, Bill Newman '80
Follow the loose looking corner system to the top.

12. **NAME UNKNOWN** 5.9 Ken Piths, Carl Leil '95
Start just right of CCK. Second pitch goes into lichen-covered dihedral, or other variations possible out right. Three pitches.

13. **SPARKY** 5.10 A1 Thomas Kelley, Mark Owen '93

14. **EARLY TIMES** 5.9
The route starts at opposing dihedrals which lie 5-6' apart. P1. Climb up to a block then continue up the steep face right of the **WHITE CORNER**. P3. Continue up lichen covered rock to the top.

15. **WHITE CORNER** 5.10a *
An excellent pitch. Unfortunately, the pitch leading to the corner and the one after, are not the best. P1. Start on **EARLY TIMES** and belay at the base of the white corner. P2. Climb the corner to a belay. P3. Continue to the top.

16. **TOXIC SHOCK** 5.9
This route is located about 50 yds. right of the descent gully. P1. Begin at the left side of a small buttress. Follow the obvious seam/crack up and right about 35'. Continue up the main corner system to the top (5.6).

17. **DOPEY DUCK** 5.9 * Tom H., Jim Okel '81.
Highly recommended. Possibly the best 5.9 in North Carolina. Extra small Friends .5 - 1.5 and extra TCUs recommended.

18. **DIZZY GILLESPIE** 5.8 Dan Perry, Tom Howard, Jim Okel '81
From the bottom of the descent gully, follow the buttress around to the right and up to the main wall. Climb the corner to the roof. Avoid the roof by climbing left. Belay where you can.

SOUTH OF THE DESCENT GULLY

19. **RALPH'S SOLO** 5.7
Halfway down the descent gully, on the right wall, is a right-facing corner with a wide crack. Climb the thin crack 15' left of the wide crack.

20. **SHORT CRACK** 5.7
Just before you exit the gully, locate a left-facing dihedral. This route is just left of the dihedral.

21. **SHORT CORNER** 5.8
Climb the left-facing dihedral at the bottom of the descent gully.

22. SERENTRIPITOUS 5.7 *

The route starts in a corner with a chimney at the bottom. The route climbs the crack/corner that arches right. This is the best way to reach the 2nd pitch of BUILT TO TILT.

23. TOMMY GUN 5.10**24. PINBALL WIZARD 5.11 ***

P1-2. Begin by climbing SERENTRIPITOUS and the 2nd pitch of BUILT TO TILT. P3. Instead of climbing the dihedral on BUILT TO TILT, climb out left and up a crack through the overhanging wall. Pull the overhang at the top.

25. FULL TILT BOOGIE 5.11d

Extra TCUs useful.

26. BUILT TO TILT 5.10 *

P1. Climb the face left of the weird corner and roof. Head up the wide crack above the roof. Continue to the tree ledge (5.7) P2. Climb the crack behind the tree. Move up the steep face to a dihedral which is then followed up and left to a ledge. Continue up to trees at the base of the dihedral (5.8). P3. Climb the overhanging corner (5.9) to a ledge at the top of the pillar. Keyhole stoppers in the intimidating roof and pull directly over the top. (5.10-5.10+).

27. NITESHIFT 5.9-

Begin right of and down the hill from BUILT TO TILT. The route is located at a point where the terrain starts to level out. (See photo). The brushy BUSH BABIES dihedral/chimney is just to the right of the start. P1. Head up and left, almost out on the arete, then back up and right into a steep section with a short finger crack (5.9-).

28. BUSH BABIES 5.6

Climb the vegetated corner/chimney.

29. JULIA 5.10 *

Just beyond BUSH BABIES, locate the LITTLE CORNER, which is actually a huge dihedral. P1. Climb LITTLE CORNER for about 50', then undercling out left. Follow the crack system to the top.

30. LITTLE CORNER 5.6 *

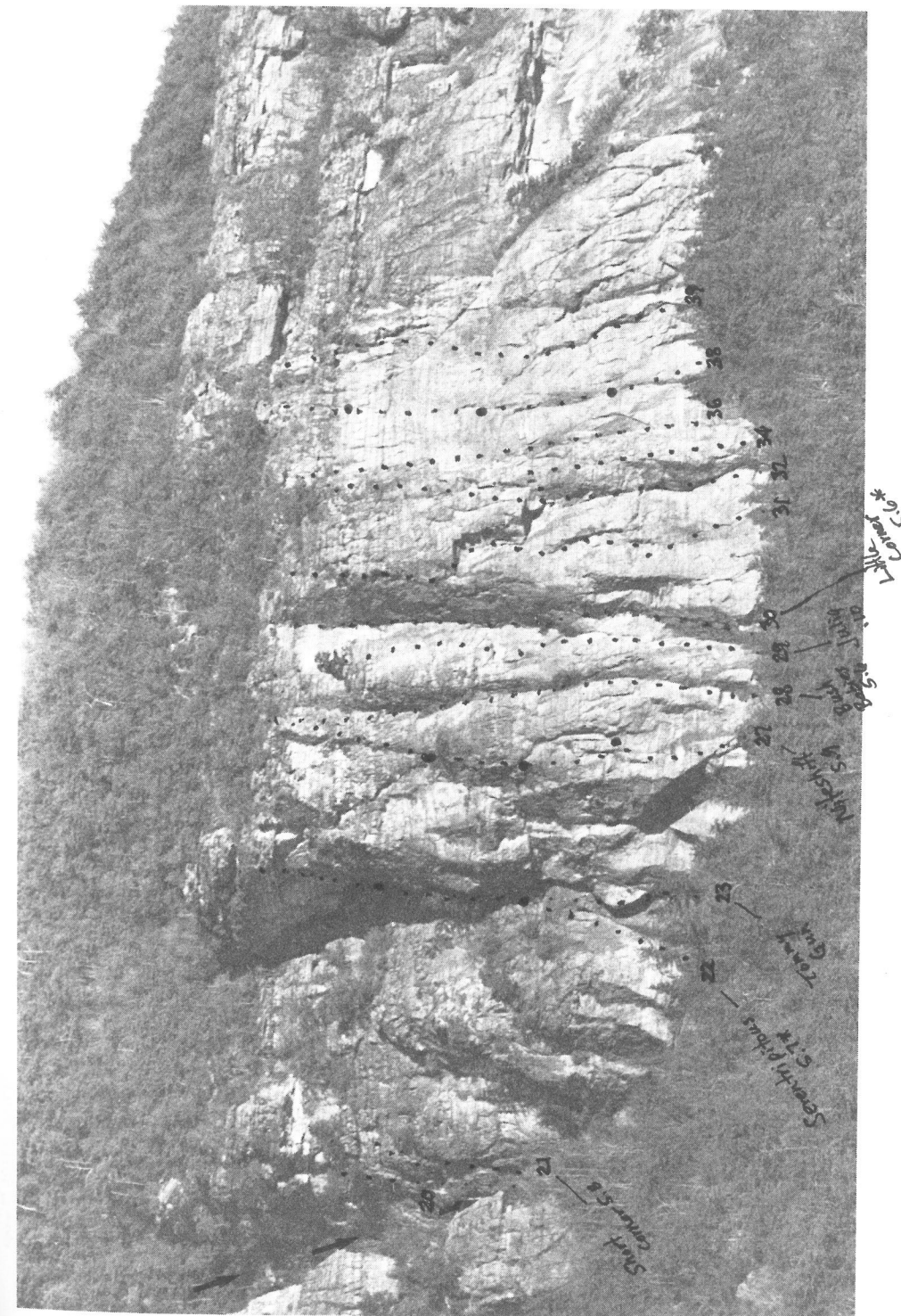
Climb the obvious corner.

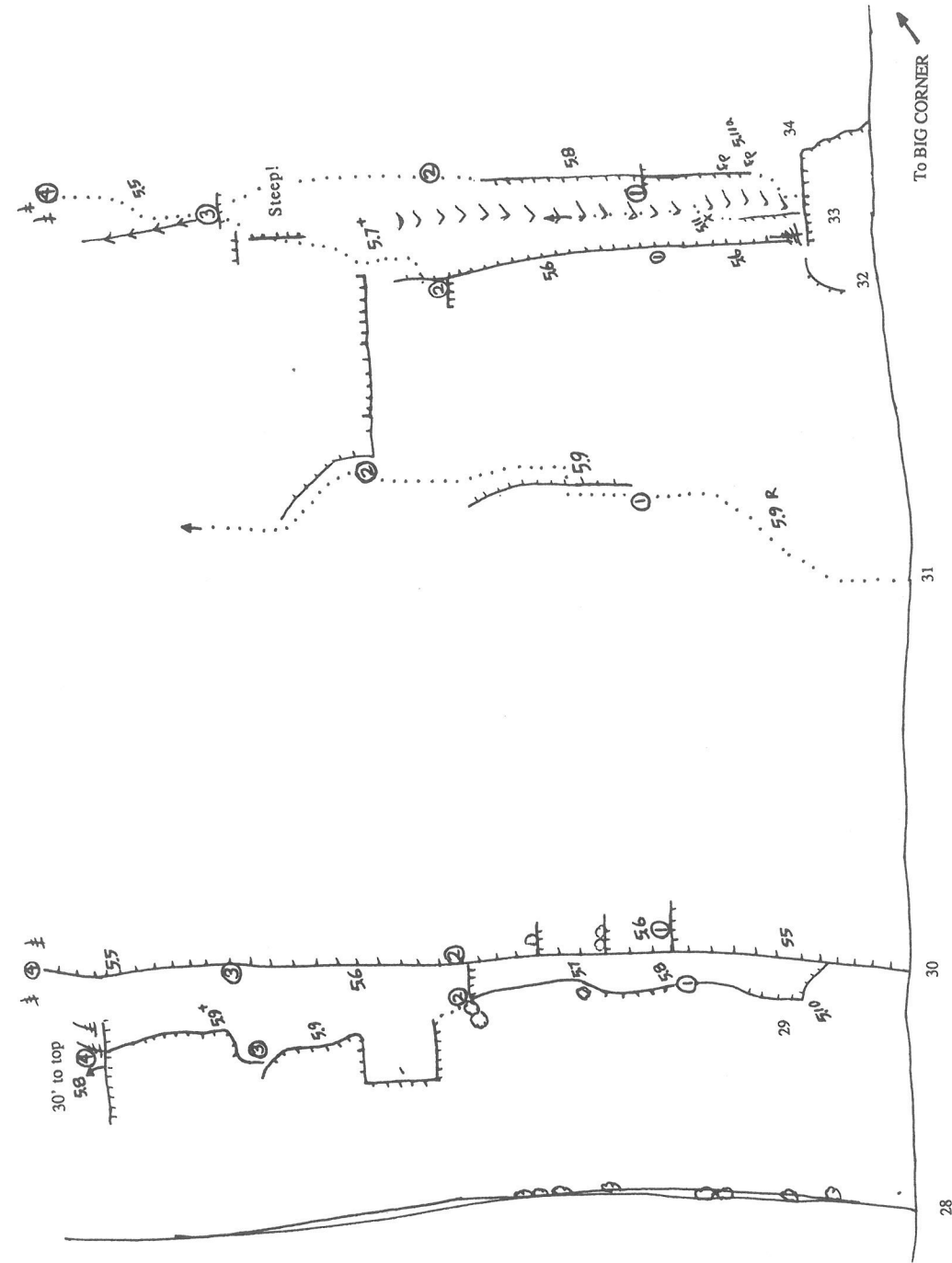
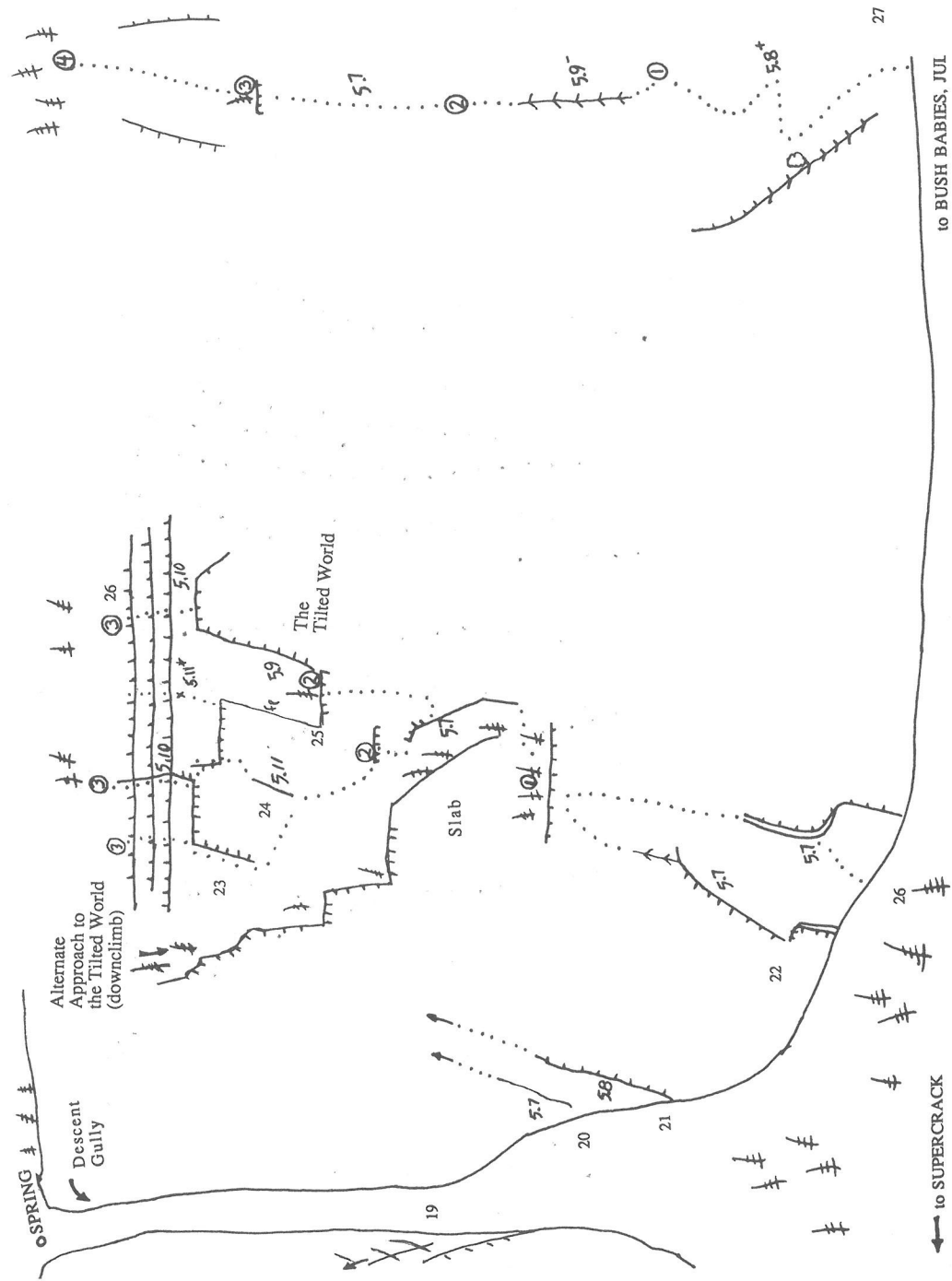
31. ECUMENICAL SERENADE 5.9 R

Climbs the runout face between LITTLE CORNER and MAGINOT LINE (see photo).

32. MAGINOT LINE 5.7+ *

Maybe the best 5.7 in N.C. The climb begins at an arch with a pine tree about 15' up. Climb the arch or face to the tree, then continue up the dihedral for about 100' to a belay.





P2. Continue up a steep chimney/corner to a good ledge 20' below the roof. P3. Climb the face out and right. Climb a steep section about 10-15' out right of the roof, then head up and right on steep rock with good holds (5.7+). Belay on a mossy ledge. (Variation: pull the wide crack in the roof (5.9). P4. Head up and right to the top.

33. BLADE RUNNER 5.11

Begin just right of MAGINOT LINE. This is also the start for HELP MR. WIZARD. Climb 20' to the ledge with the pine tree. Climb the face around the corner from HELP MR. WIZARD. Follow a dihedral to a bolt, then climb up and right to better holds. The route then follows the arete until it joins with MAGINOT LINE.

34. HELP MR. WIZARD 5.11a *

Located on the outside of the buttress between MAGINOT LINE and THE BIG CORNER. Starts on a ledge 15' up. P1. Make a few hard moves to reach good holds on overhanging rock. Continue up to a fixed pin. P2-3. Continue through the steep section following the small corner until it ends. Finish on MAGINOT LINE.

35. ARMED ROBBERY 5.11d

Start on the BIG CORNER and climb the chimney to the ledge below the steep left face of the dihedral. Climb the crack and steep face up until you get to a belay around the corner. Finish on HELP MR. WIZARD and MAGINOT LINE.

36. BIG CORNER 5.8+

Obvious. This is the largest dihedral in North Carolina. There is some loose rock. An alternate start is just left of STRAIGHT AND NARROW (5.8).

37. NOTHING BUT AIR 5.10d

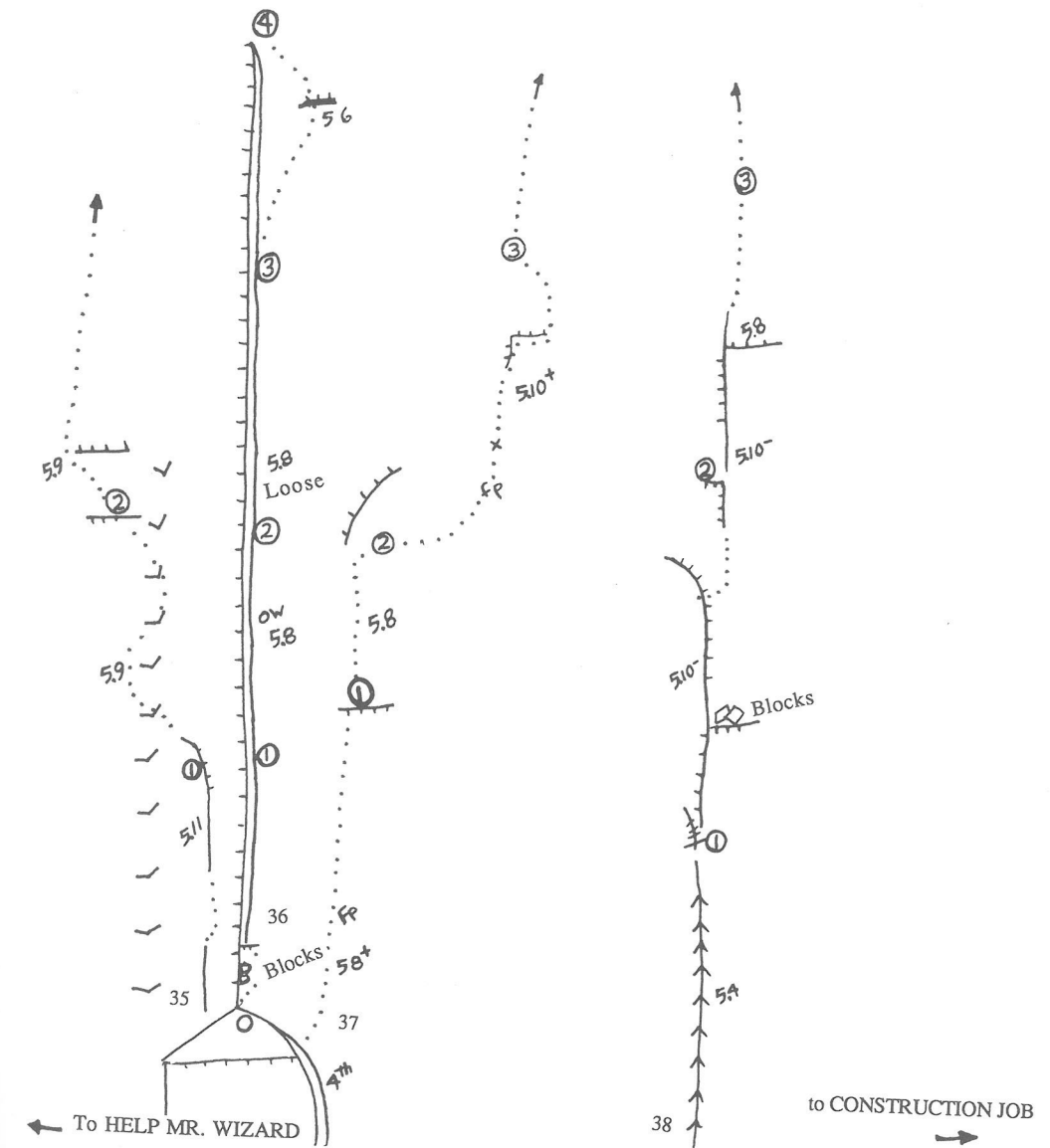
P1. Climb the chimney on BIG CORNER to a fixed pin on the right wall. Climb the right wall following a very small (RP size) crack and face to a belay at the base of the headwall (5.9). P2. Climb out right to a fixed pin and bolt. Continue up a thinly protected section on overhanging rock. As soon as you can set good protection, climb up and right to easier climbing and a belay 30' above (5.10d). P3. Continue to the top.

38. STRAIGHT AND NARROW 5.10a *

One of the best climbs of its grade in Linville Gorge. Start about 50' right of BIG CORNER. P1. Climb the corner (5.4) for about 100' to a pine tree. P2. Follow the dihedral to the roof. Exit out right and onto the steep face. Continue up the face to a ledge and fixed pin. Climb another 10' and belay on a small ledge. P3. Climb the crack (5.10a) up into the corner beneath a roof.

39. CONSTRUCTION JOB 5.9

This route begins just right of STRAIGHT AND NARROW and follows the arch out right of the second pitch of STRAIGHT AND NARROW. The last pitch goes up blocky-looking rock somewhere left of the left-facing corner. Not on topo. Not sure of exact location.



40. ESCAPE CORNER 5.4

Usually running with water.

41. HE'S DEAD JIM 5.8+ R

Begin just right of the ESCAPE CORNER. Climb around the bulge, then head up onto the face. Follow a seam.

42. C.O. 5.6

Climb just left of the UNDERSTATED TAILORING dihedral.

43. UNDERSTATED TAILORING 5.9

Climb the steep, lichen-covered, right-facing dihedral.

44. BONSAI 5.10a

At the top of the second pitch either traverse left to escape the gully for rappel to base or scramble to the top.

45. THE CHAMELEON 5.10c

Begins at a ramp heading up and left to a vertical seam through a headwall. P1. Climb the steep ramp then climb the headwall left of the vertical RP size crack. Traverse right across the crack and then head up to a diagonal crack heading back left toward a ledge (5.10c). P2. Climb the obvious dihedral (5.8).

46. WARP FACTOR T 5.9+

This route is located just right of THE CHAMELEON. When walking along the base from left to right this route can be found just above a small corner which must be climbed. P1. Climb the face to the bolt on THE ENTERPRISE. Traverse left across a band of lichen then continue up to a belay ledge in a corner. P2. Continue up and left through the apex (5.9+ bulge), then up the face to a belay. P3. Continue straight up the face on easier rock to the top.

47. THE ENTERPRISE 5.10a *

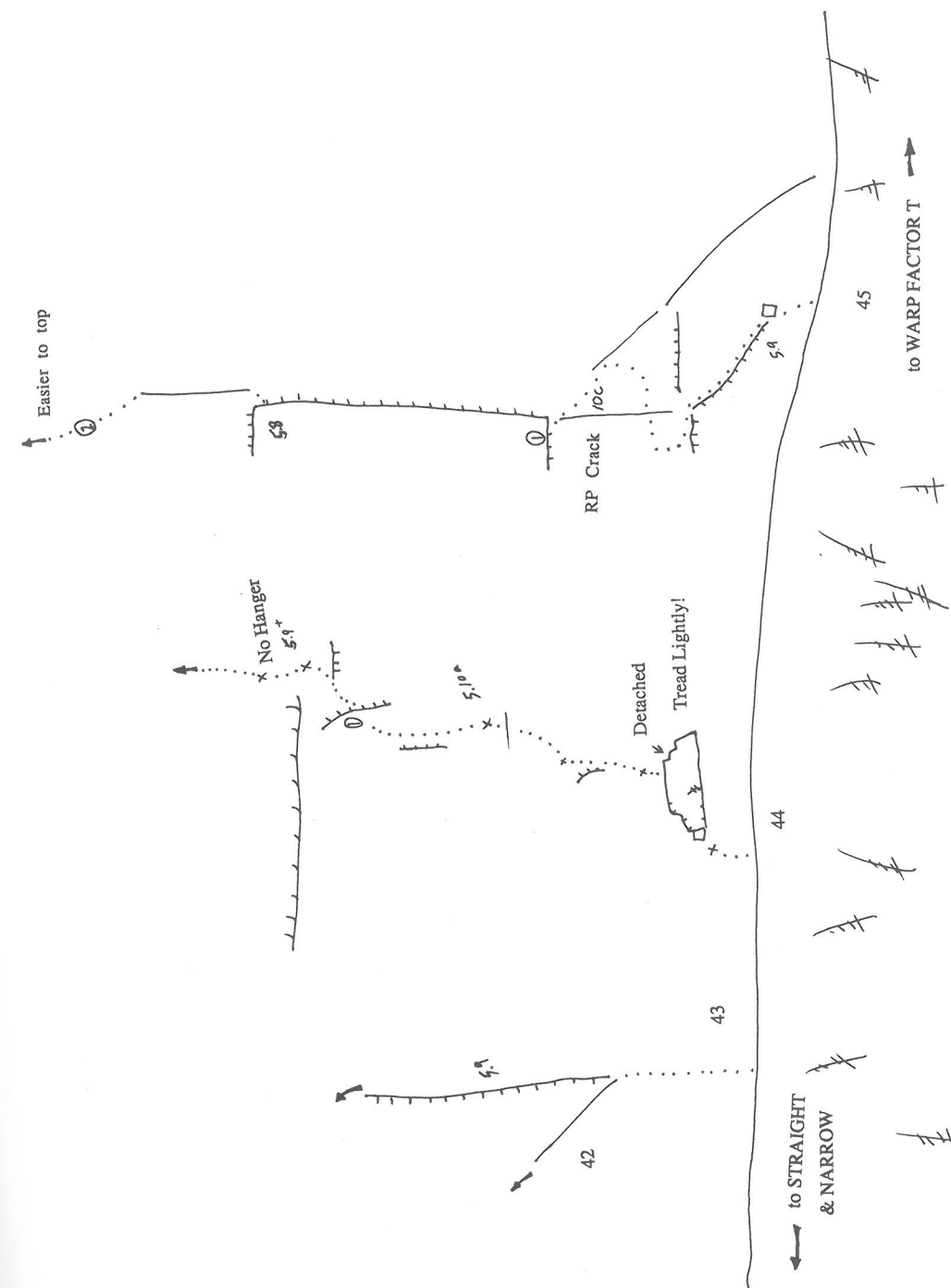
The same start as WARP FACTOR T. P1. Climb the face to the bolt, then continue to the crack (5.10a). Climb the crack to a belay. P2-3. See photo. Easier pitches lead to the top.

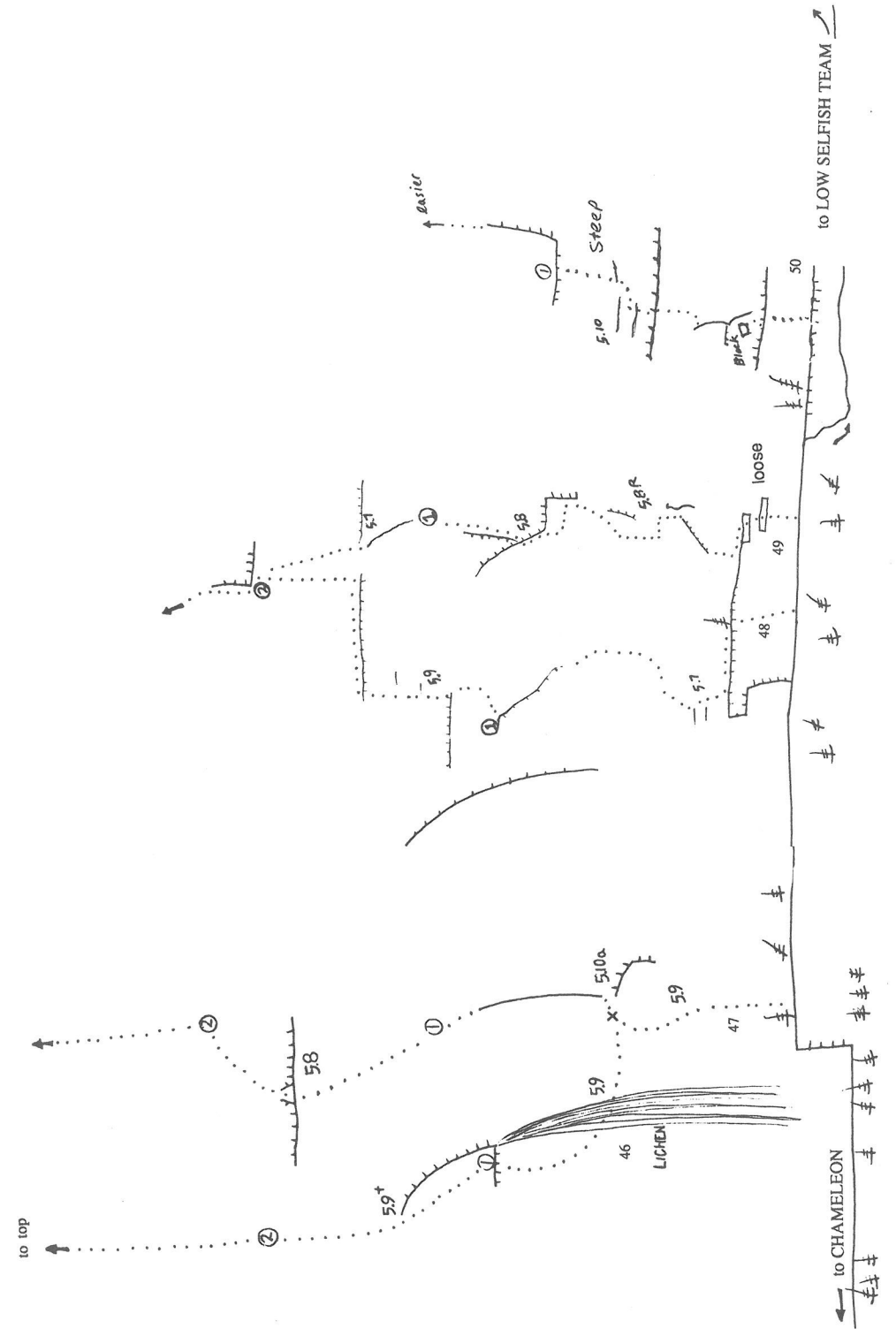
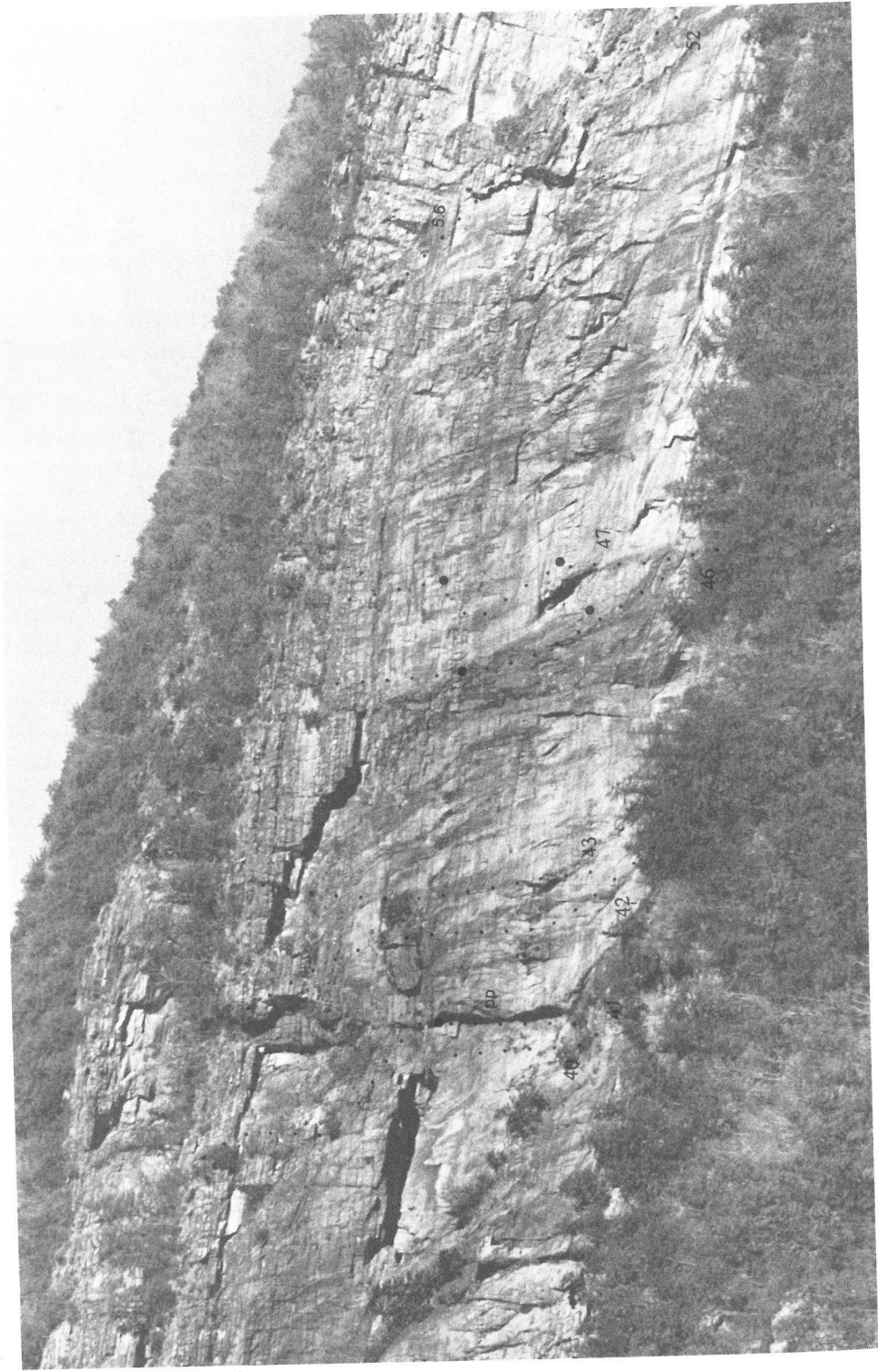
48. THE SHOOTING GALLERY 5.9

Start just right of THE ENTERPRISE at a short left-facing corner with a ledge on top. P1. Climb the face directly up to the tree, and then traverse to the left end of the ledge. Continue up and right on good holds to a crack leading back left. Belay at the end of this crack about 10' below a small roof. P2. Climb straight up through the right end of the overhang and up through a short steep section (5.9). On the first ascent, the team traversed right to avoid large blocks of ice, but the route should easily go straight up.

49. ELVIS LIVES 5.8 R

Start just right of SHOOTING GALLERY. P1. Climb up through loose flakes to a diag-





onal edge leading right. A Friend placement can be found at its end. Step out left then up to a horizontal edge with poor protection. Continue up the steep runout face until you reach a block that affords protection. Climb the face to a corner/roof system which is followed left. Pull out right into a corner with good holds. Continue to a belay. P2. Climb up and left, following the most obvious line, then move up the face to a block and belay.

50. MATISSE 5.10b

An extra 1.5 Friend may be useful.

51. LOW SELFISH TEAM 5.10 *

Start just down the hill and left of PERUSAL. P1. Climb up the face a rope length to the ramp system and belay. P2. Climb up the right-facing corner, just left of TWIST OF FATE. Continue up the corner (5.9) and face to an overhang. Climb through the overhang, past a bolt (5.10), and up to another overhang with buckets. Climb through the overhang to a good ledge. P3. Climb straight up the steep wall (5.9) to the top.

52. THE PERUSAL 5.8+

Start 50 yds. right of THE ENTERPRISE. Climb up 20' to the diagonal tree ledge. Climb the diagonal.

53. TWIST OF FATE 5.10 *

P1. Climb THE PERUSAL until below an obvious crack that angles up and right. A bolt is located at the bottom of the crack. P2. Climb the face above the bolt to gain the crack. Continue up steep rock to a belay in the corner (5.10). P3. Climb an overhang (5.8) then head up through a slot to the top.

54. CHANGE UP 5.7

P1. Climb the PERUSAL until at the same belay as for TWIST OF FATE. P2. Traverse further right into a shallow dihedral next to a lichen covered wall. P3. Climb easier ground to the top.

THE UPPER WALL

The Upper Wall is accessible from the top of the cliff. As you approach the top, walk close to the edge of the cliff until you can drop below this section.

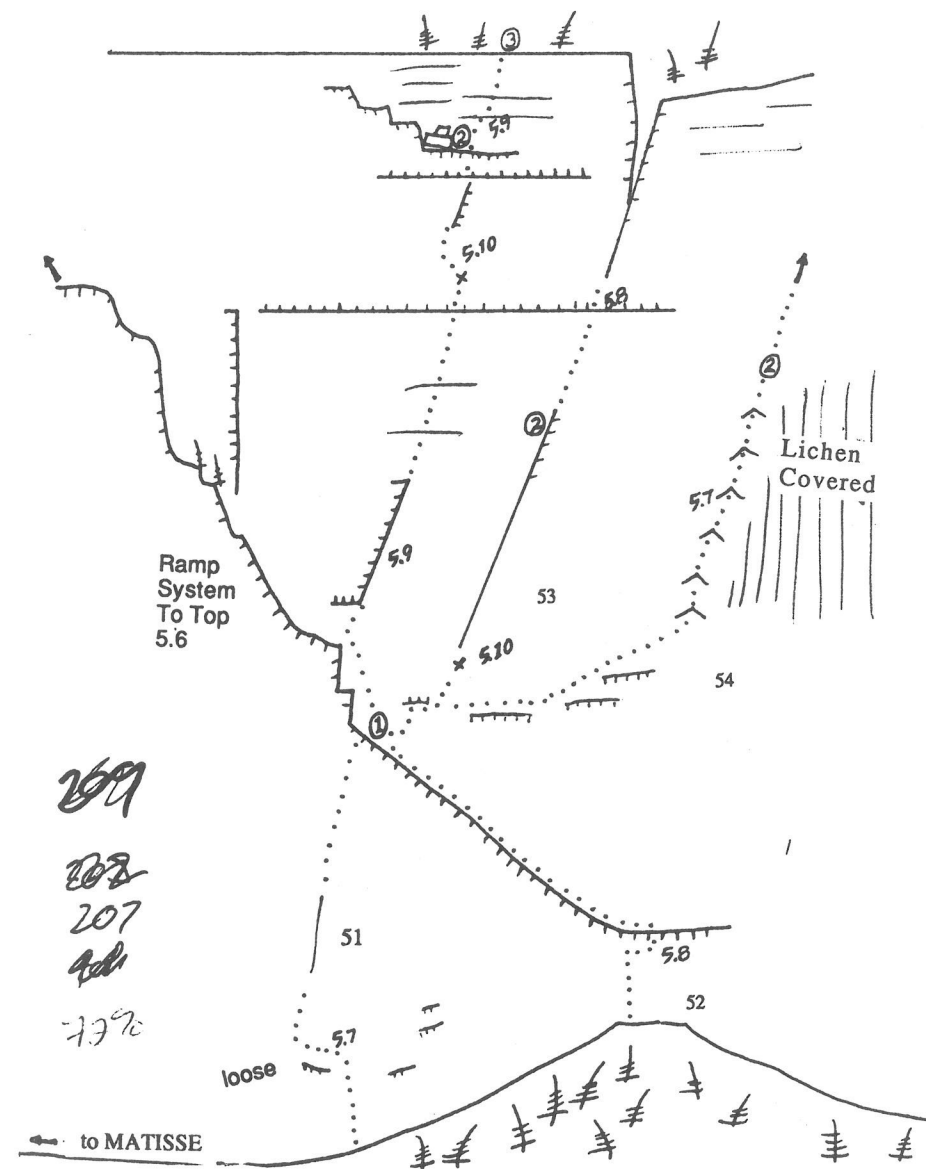
55. BLUE NUDE 5.11c/d

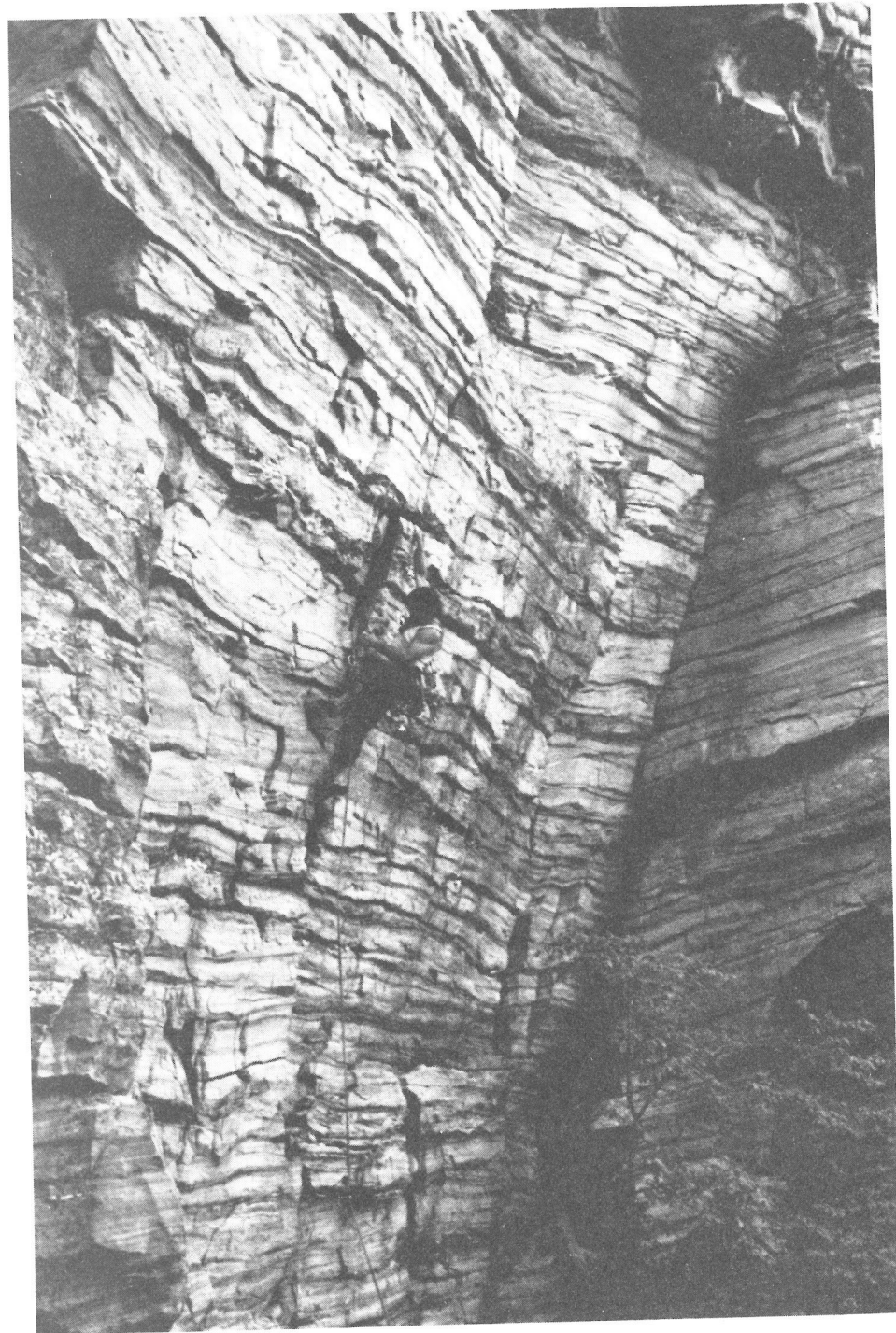
56. GOING FOR BAROQUE 5.10 R/X

On the right side, locate an overhanging wall with a diagonal crack that leads to a large roof/corner. Climb just out right of the crack (fixed pin 15' up), then up into the main corner.

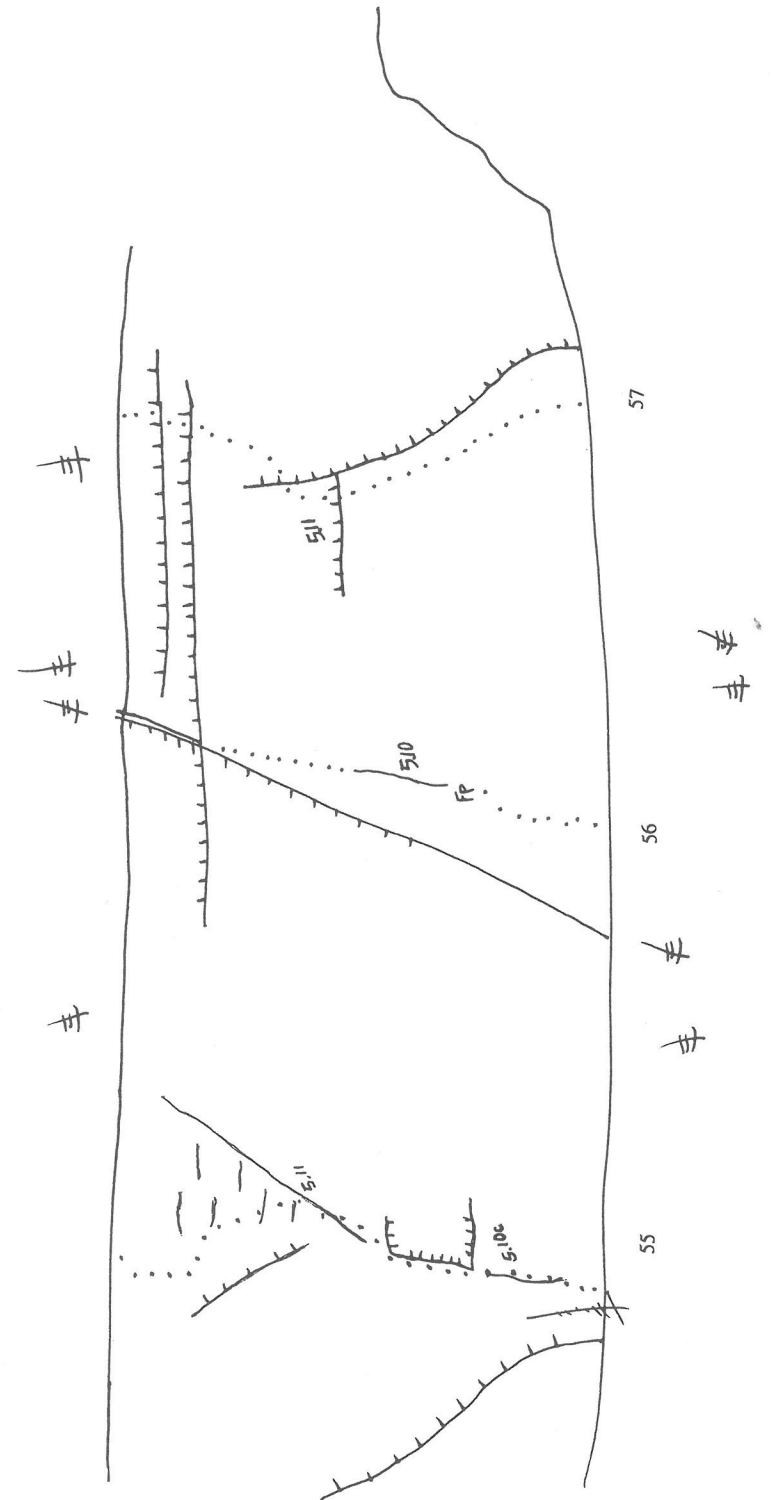
57. PARADIGM SHIFT 5.11

Start right of GOING FOR BAROQUE. Locate a left arching roof/corner. Pull over the roof, then move right and up another overhang to the top.





Doc Bayne at the crux of PINBALL WIZARD, 5.11; Photo: Thomas Kelley



SNAKE DEN

This is a small cliff (180' at its highest point), but is significant due to its easy access and fairly close proximity to Asheville. One would expect such a cliff to be more popular with top ropers than with lead climbers. However, the height of the cliff makes top roping difficult, except at the left end. Another feature to note is the common occurrence of hornets, wasps, and bats in the cracks and on the face. There is considerable loose terrain at the top of the cliff. Don't climb if someone is above you at the top of the cliff.

LOCATION

From Asheville travel north on U.S. 19/23 for approximately 12 miles to the Jupiter/Barnardsville exit. Travel east on Highway 197 to Barnardsville. In Barnardsville, take a right turn just past the fire department onto Dillingham Road. Follow Dillingham Road for about 10 miles, (the last 4 miles are on dirt road), to the base of the rock. In the winter, the Forest Service often closes the road at the first sign of snow. If you continue on the road you will reach a dead end and the trailhead for a 1/4 mile hike to popular Douglas Falls.

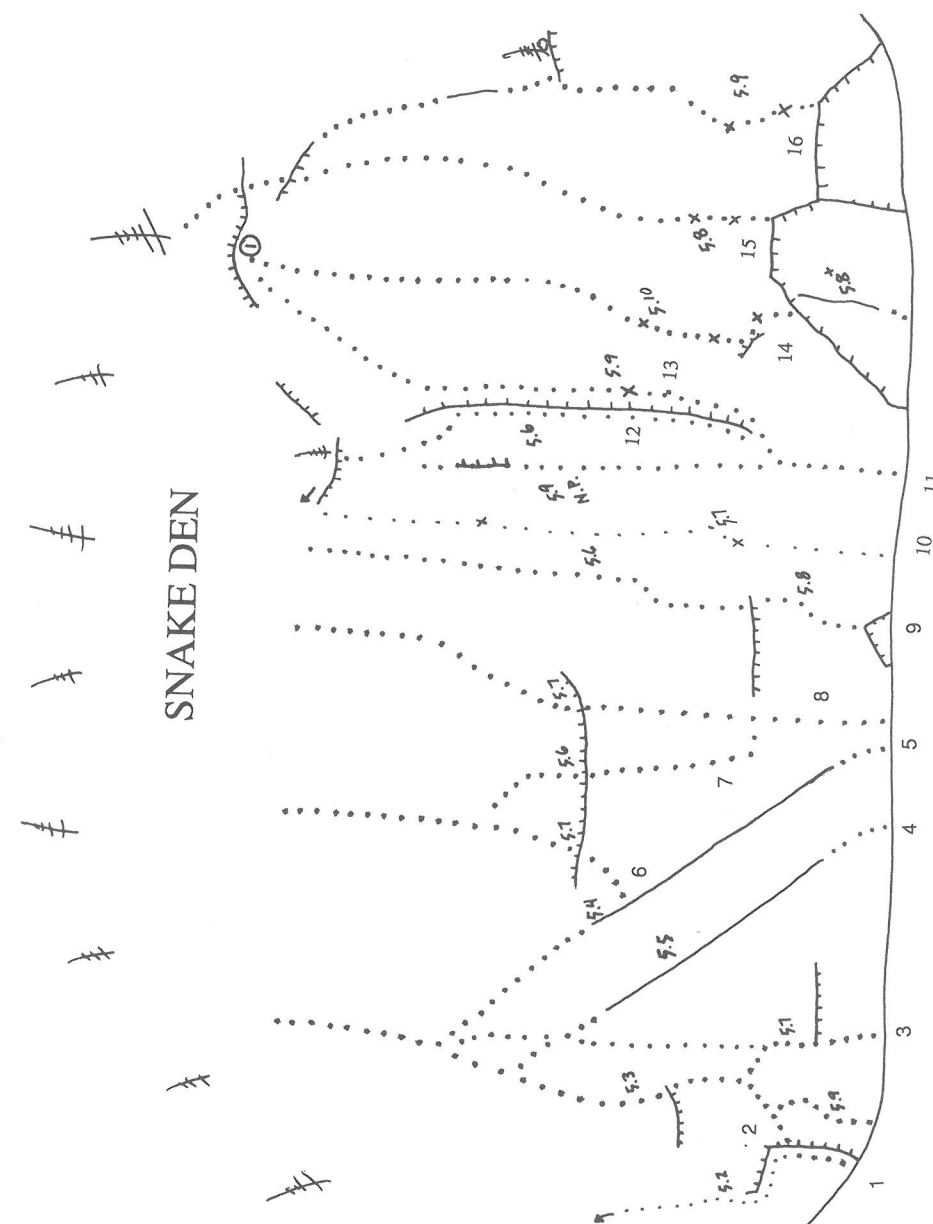
CAMPING

The rock is located on Forest Service property. There are ample camp sites near the cliff and along the road.

EMERGENCY AND RESCUE SERVICES

For rescues, contact the Barnardsville Rescue Squad at (704) 626-2595.

1. **FREDDIE'S DEAD** 5.2
2. **NAME UNKNOWN** 5.3
3. **DARK IN BAD** 5.7
4. **SUNNY DAYE** 5.5
5. **WASP FLAKE** 5.4
6. **SCRAMBLED BRAINS** 5.7
7. **MIST** 5.6
8. **SYRINGE** 5.7
9. **DESOLATION ROW** 5.8
10. **TESTOSTERONE BUNNY** 5.7
11. **5.9 X**
12. **BOOKENDS** 5.6 *
13. **FER-DE-LANCE** 5.9
14. **YO MAMBA** 5.10
15. **REDNECK** 5.8
16. **NAME UNKNOWN** 5.9



LOOKING GLASS ROCK

Looking Glass Rock is, without doubt, one of the finest climbing areas in the Eastern United States. The mountain rises out of the Pisgah National Forest in the form of a spectacular dome of clean, white granite. The rock contains many excellent routes of varying difficulty, including face climbs, crack climbs, some overhangs, and routes that offer a combination of conditions. There are five distinct areas on the rock: Hidden Wall, North Face, Nose Area, Sun Wall, and South Face.

LOCATION

Looking Glass Rock is located in the Pisgah National Forest, approximately 7 miles northwest of Brevard on Highway 276. From Brevard take US 276 north approximately 6 miles, until you see a sign giving directions to the federal fish hatchery. Turn left off of U.S. 276 onto the fish hatchery road. If you reach Looking Glass Falls you've missed your turn. Once on the fish hatchery road, drive until the road turns dirt, (do not turn into the fish hatchery). A few feet past the point where the road surface turns to dirt, the road forks. Take the right fork, 475B and follow it 1.2 miles. The parking area for the South Face is easily identified by the stairs on the right bank. There is considerable room for parking on both sides of the road. To reach the parking area for the Nose area, continue up the road to a parking area 3 miles from the hatchery.

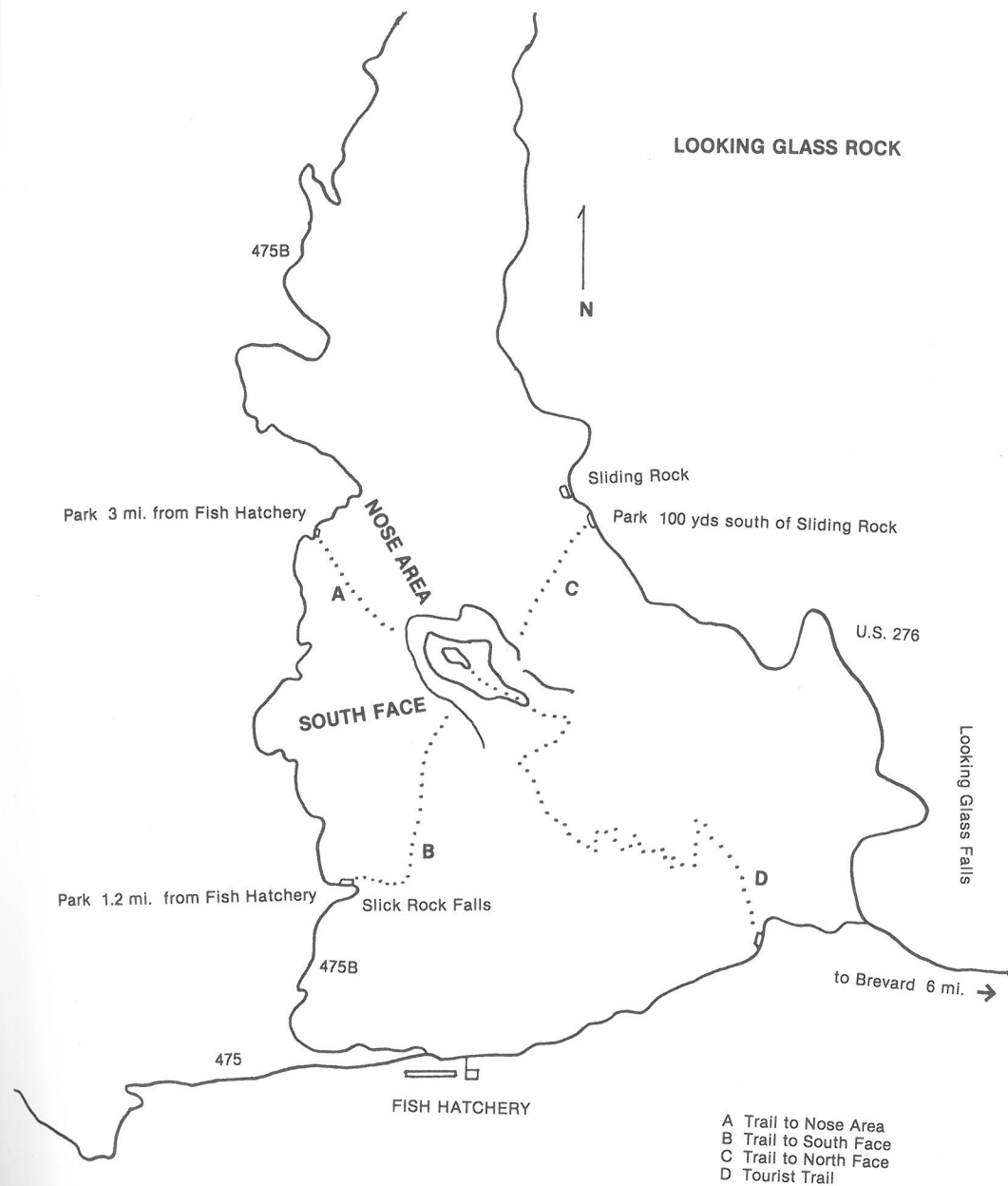
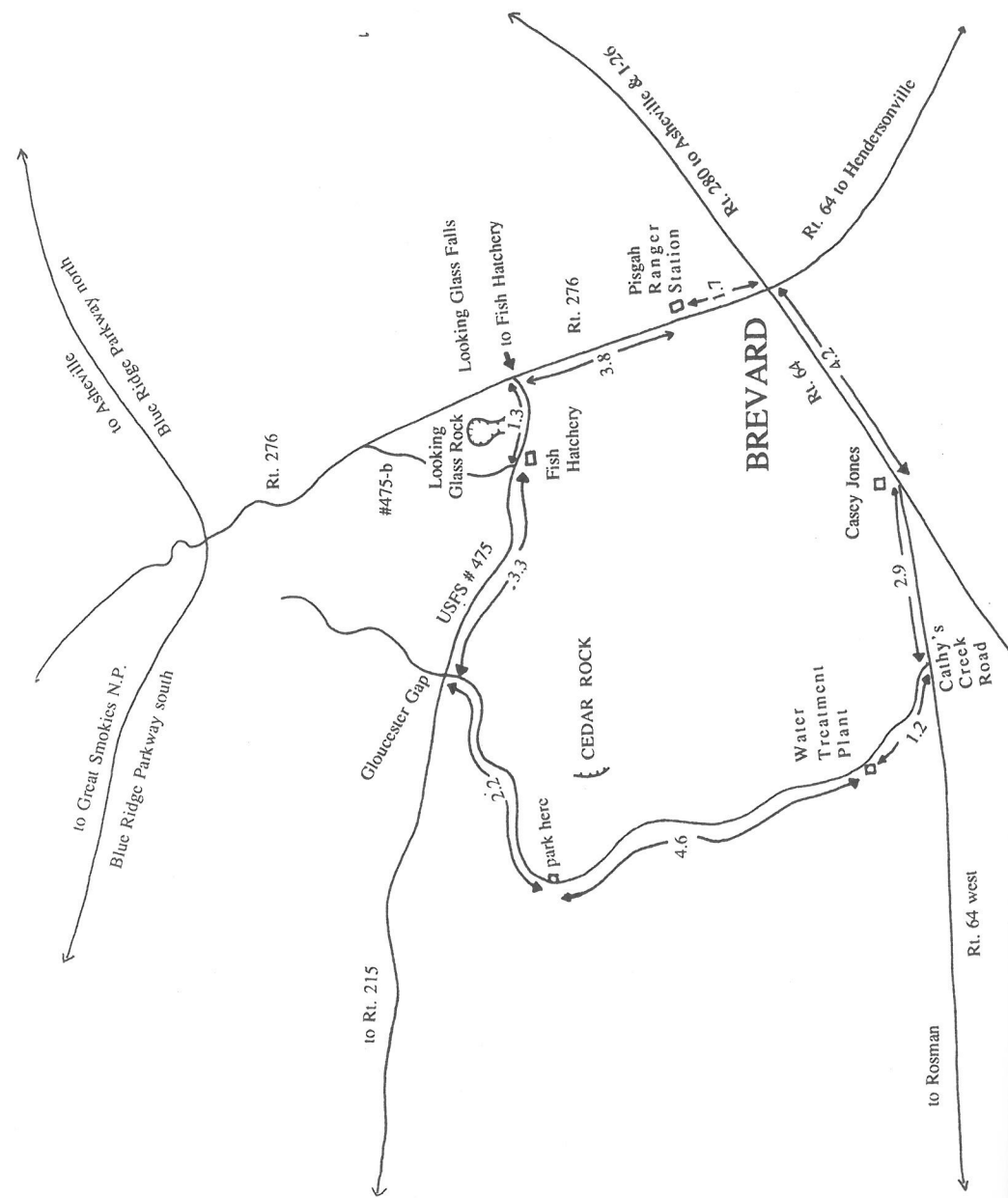
To approach the Hidden Wall and North Face, continue on U.S. 276 past the fish hatchery and Looking Glass Falls. Park at the sliding Rock area. Locate a trail about 100 yards feet below the slide. Follow it to the North Face.

CAMPING

Most climbers camp in the National Forest along the dirt access road or in more civilized conditions in **Davidson River Campground**, just south on U.S. 276. The campground has hot showers, but is relatively expensive. Most of the camping in the forest seems to be around the parking area for the South Face or along the access trail to the South Face. There are hot showers available in Brevard at the **Wash House**, between Ace Builders Mart and Strauss Elementary School on Highway 64.

WEATHER

One of the prime attractions of Looking Glass is the south-facing nature of the South Face and the Sun Wall. Because of this feature, climbing at Looking Glass is possible 12 months out of the year.



EMERGENCY AND RESCUE SERVICES

Call 911 in case of an emergency. Transylvania County Hospital, just north of Brevard on Highway 64 is the closest medical facility. The phone is: (704) 884-9111.

GEAR

Climbing at Looking Glass can be an unusual experience, especially on routes with lots of the infamous "eyebrows". A free climbing standard rack should include a range of camming devices, wired stoppers, and small nuts such as RPs. On routes with many small eyebrows take extra stoppers and TCUs. A standard aid rack might include 5-10 copperheads, 5-10 circleheads, 7-10 RURPS (3 rigged for horizontal placements), 4-5 shallow angles, 4-5 baby angles, 5-10 Lost Arrow pitons, 2 3/4" angles, an assortment of hooks, Lowe Balls, Quickies, and a standard free climbing rack.

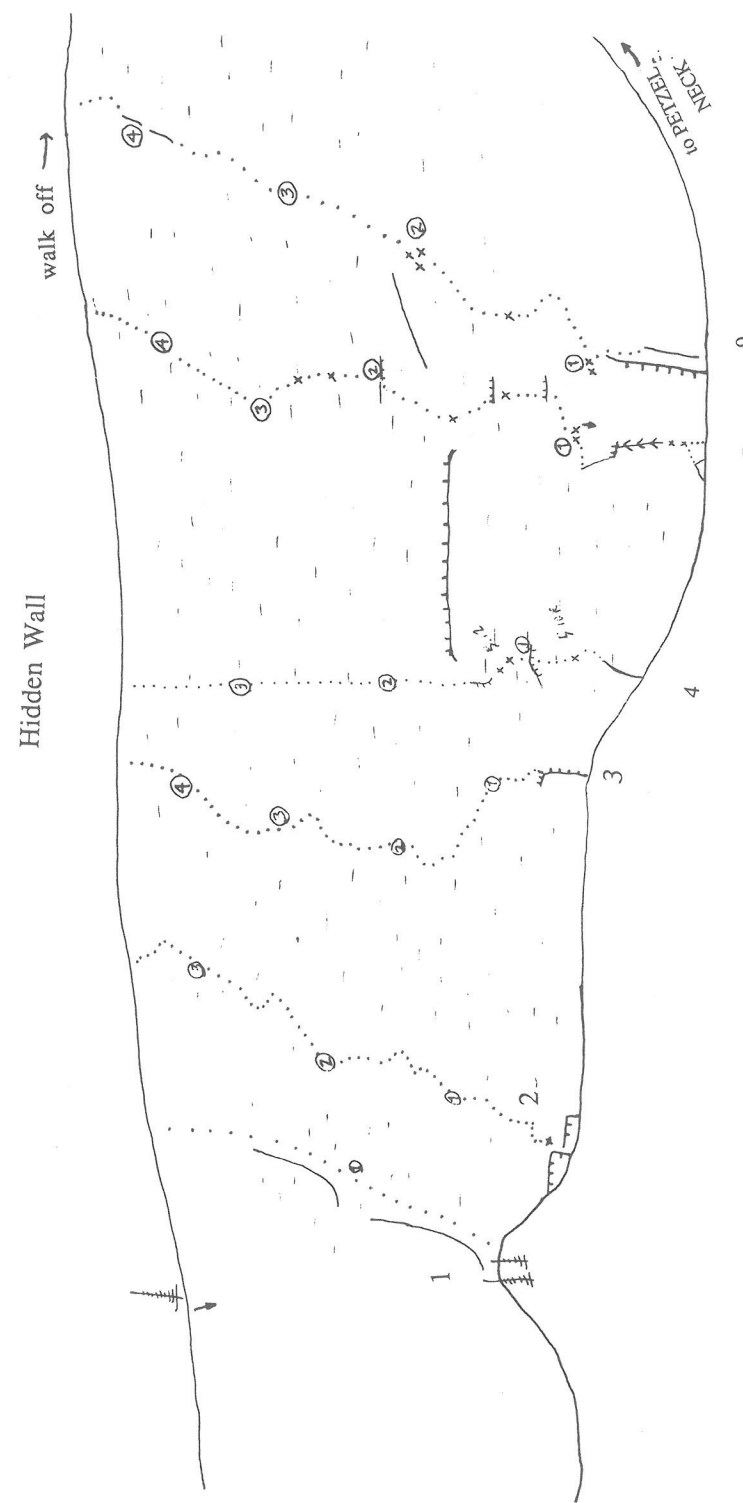
OVERVIEW

Looking Glass is a very large gumdrop shaped dome with climbing available on the north, west, and south faces. The most popular areas are the South Face and the Nose Area. Because of the large size of the cliff, three separate approaches separated by miles of driving, lead to the different areas. The guide is organized so that routes are followed left to right, starting at the Hidden Wall and North Face Area and ending at the South Face.

HIDDEN WALL

This area is little visited but sports many interesting routes of various grades. Approach via the North Face trail described below. Hike the North Face trail to the base of the WOMB and continue left for 300-400 yd, until you reach the Hidden Wall near CARBO MAN.

1. **ANNIE MARIE 5.8**
Start 100 yds. or more left of CARBO MAN at an obvious corner system.
2. **NUCLEAR FREE ZONE 5.9+**
Begin down and right of ANNE MARIE. Start on a ledge and clip the bolt.
3. **TARHEELS 5.10d**
Start 50 yds. left of CARBO MAN.
4. **SONIC BUDDHA 5.12 (5.10 R)**
Bring doubles on TCUs.



5. UNITED WAY 5.11d**6. THE SLASH 5.11**

This is the 1st pitch of UNITED WAY. Climb hard moves past bolts to reach the crack.

7. EDGE OF FEAR 5.11d

Start just left of the corner near CARBO MAN. Make a hard boulder move to reach the crack. Belay on CARBO MAN.

8. PEPPER POT TUBE 5.10a

This is the offwidth corner next to CARBO MAN.

9. CARBO MAN 5.10d *

P1. Climb up to the crack. Follow the crack until it ends. Climb a steep section to a belay. P2. This is the crux. Plan for rope drag.

10. PETZL NECK GEEK 5.11d A0

Begin right and uphill of CARBO MAN. Locate bolts. the A0 section consists of a single aid move at the second bolt.

11. THE MAD HATTER 5.11a *

Start just right of PETZL NECK GEEK. Rappel from the right side of the tree island to the double bolts on THRILL OF VICTORY...

12. E.S.P. 5.11a

Starts just right of a large water groove. A lone bolt is about 50' up the rock.

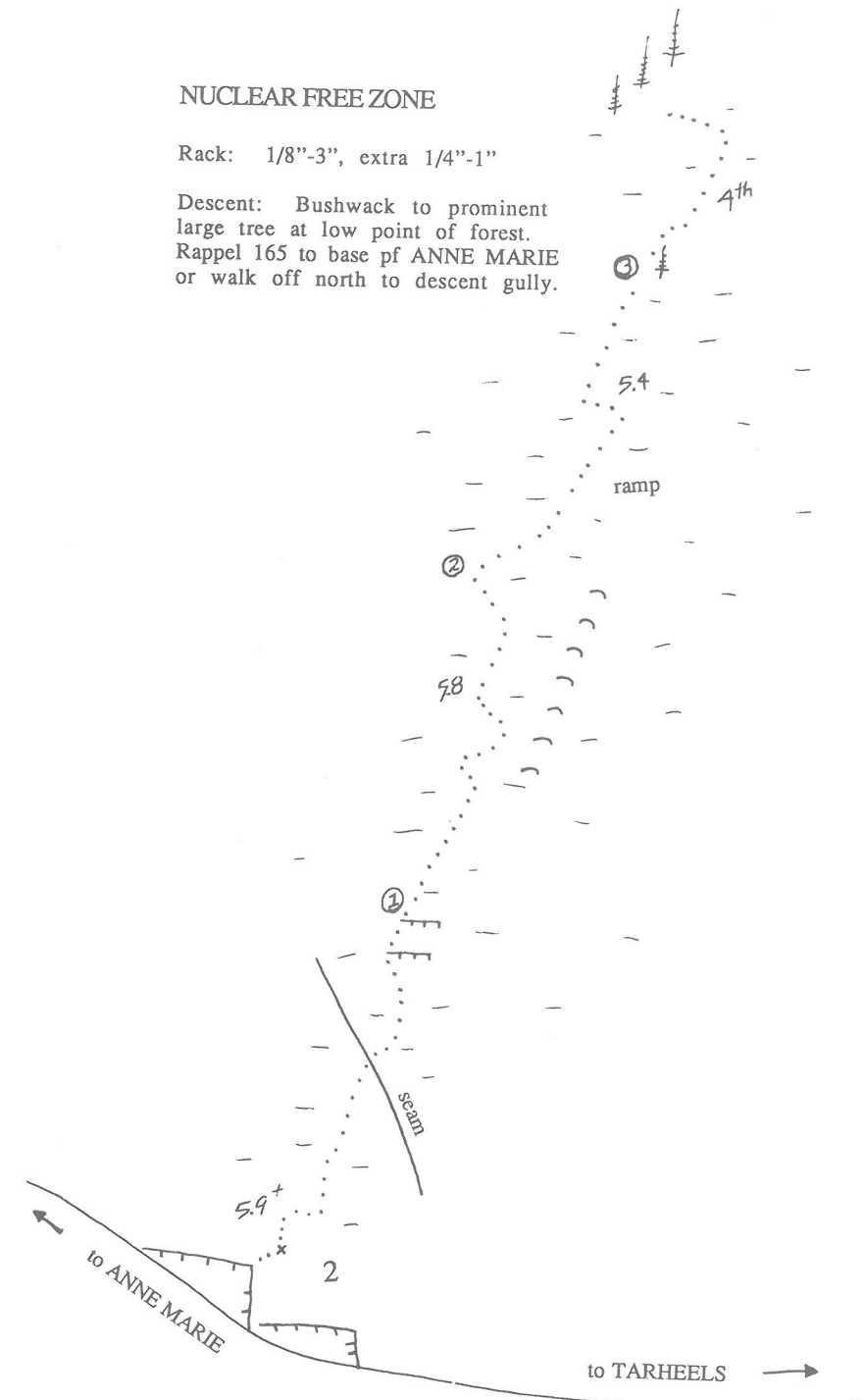
13. THE THRILL OF VICTORY & THE AGONY OF MY FEET 5.10d

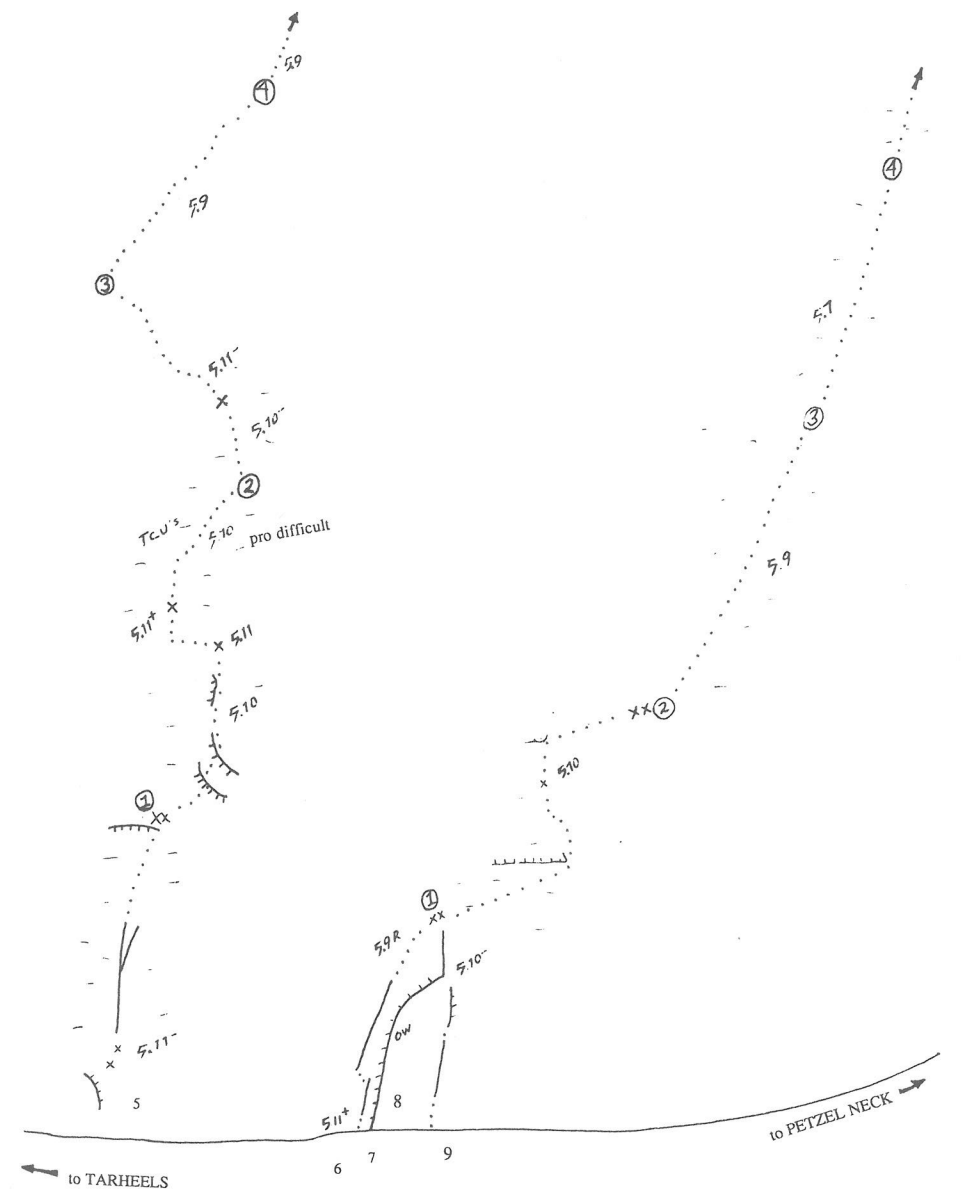
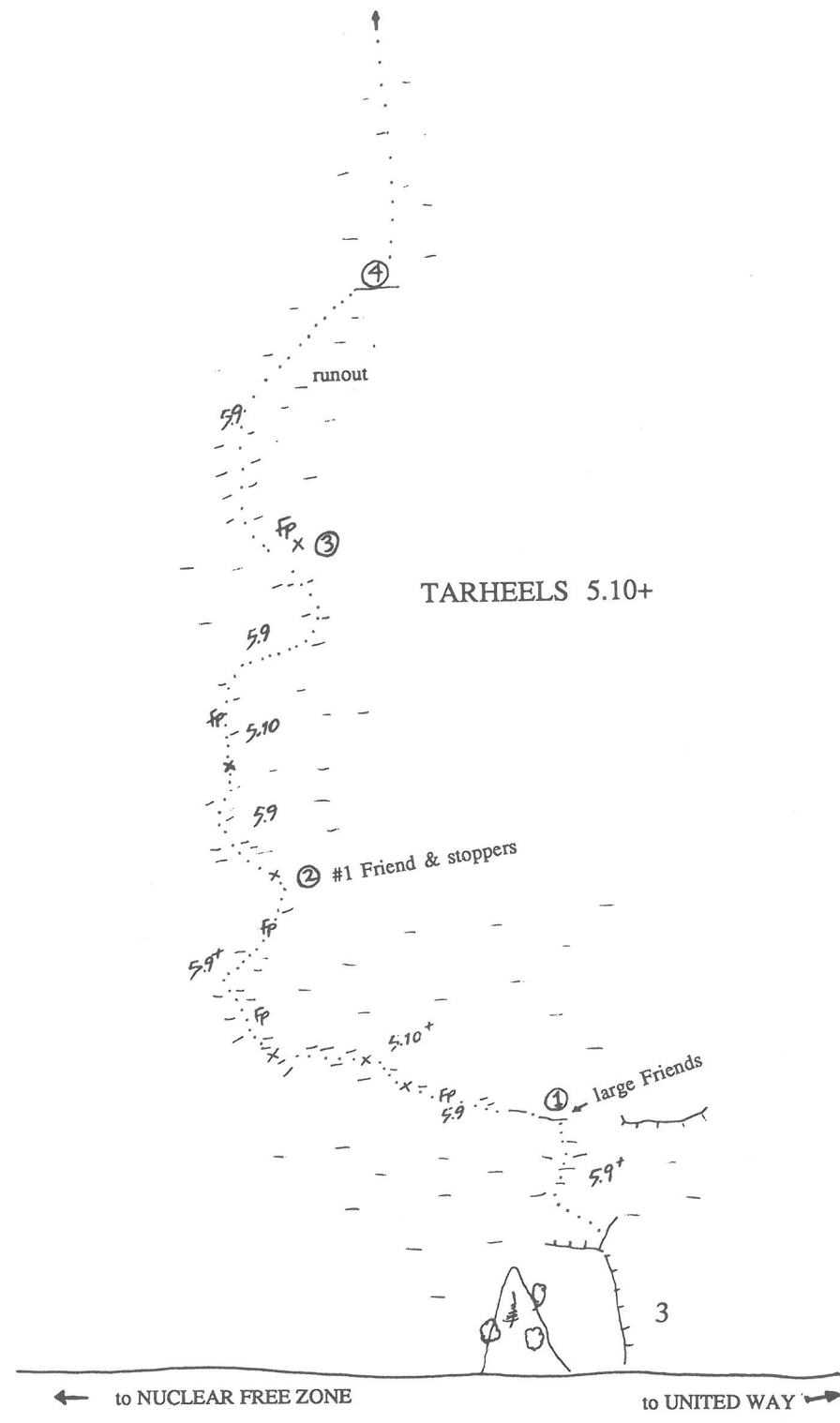
Start uphill from E.S.P.

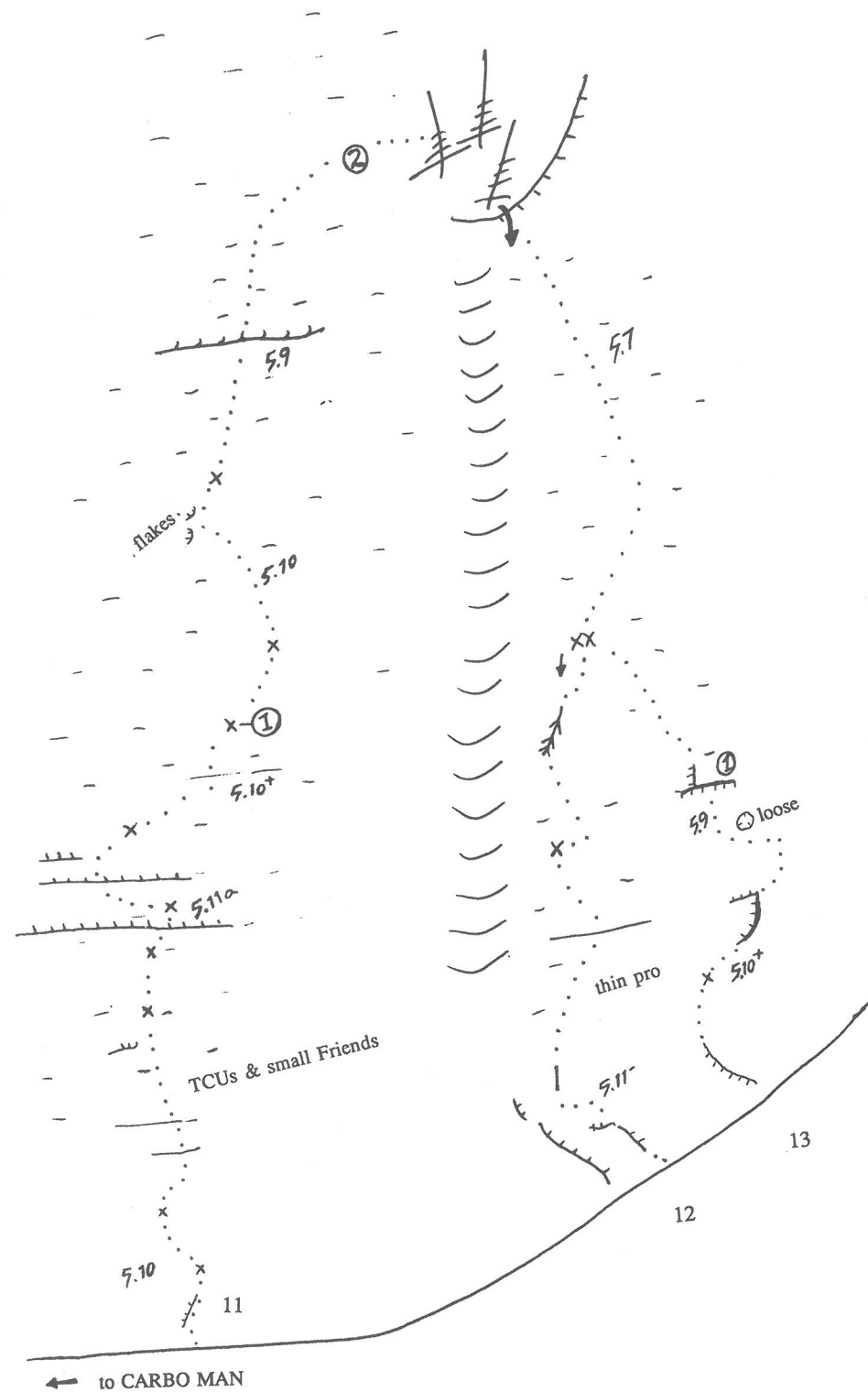
NUCLEAR FREE ZONE

Rack: 1/8"-3", extra 1/4"-1"

Descent: Bushwack to prominent large tree at low point of forest. Rappel 165 to base of ANNE MARIE or walk off north to descent gully.







NORTH FACE

Routes on the north side resemble Yosemite style climbing in many ways. Most of the routes are crack climbs, ranging from short free cracks to grade IV and V aid climbs. The best route here is CORNFLAKE CRACK, a highly recommended route in anyone's book. Most of the other free climbing routes are excellent and highly recommended. North Face routes are approached from U.S. 276. Approximately 100 yards south of the Sliding Rock area, park at a scarred tree. Cross the creek and follow the trail to the north side. To descend, walk left to the gully which splits the North Face and the Hidden Wall.

14. DANGEROUS DISTORTIONS 5.11a

15. THE SPERM 5.9+ *

Start 90' left of SAFARI JIVE at an obvious right leaning crack/corner.

16. DEEP THROAT 5.12b

Start just left of the WOMB. P1. Head up to a bolt at a bulge. Climb up to a sloping belay ledge. P2. Climb a short pitch past a bolt (5.11) to the base of a crack. P3. Climb the crack (5.11). Exit the crack (5.12b). Climb the face to a right-facing corner then up to a belay on the top of a block with 2 bolts. (165' to the ground from here). P4. Traverse left then up. Follow the natural line (5.9+).

17. THE WOMB 5.11 *

The Womb move is a grunt, but the dihedral above is worth the suffering.

18. SAFARI JIVE 5.11c *

The trail comes up to the rock at the start of this route. The crack above the crux roof is a classic.

19. NUCLEAR ERECTION 5.12c

Start on the CORNFLAKE arete (5.12a) and continue up to a mantle at the 3rd bolt. Go up and left to the (5.12c) crux at the 5th bolt. Carry TCU's and a rack of small camming devices.

20. CORNFLAKE CRACK 5.11a *

The beautiful right-facing dihedral. A classic line.

21. TOWER TRAVERSE 5.10d

A skyhook is necessary.

22. THE SEAL 5.10 A3 *

This is the large arching dihedral. Most parties do the 1st pitch and rappel.

23. SHRIMP CREOLE 5.11a

Located left of KILLER WHALES.

24. KILLER WHALES 5.11

This is the dihedral that hooks into the SEAL.

25. SHRIMP COCKTAIL 5.10d

Located just right of KILLER WHALES.

26. FEAR OF FLYING 5.9 *

Short but fun.

27. INVISIBLE AIRWAVES 5.10+ A4

The 5.10 first pitch is highly recommended. Starts up the flake left of the main dihedral. The traverse into the dihedral is the crux. Many copperheads are fixed. Take a standard rack plus 10 each #0-#2 copperheads, 10 each #0-#2 circleheads, 5 RURPS, 5 knifeblades, 5 shallow baby angles, and an assortment of regular angles.

28. INVISIBLE AIRWAVES DIRECT START 5.12a *

Climb the thin dihedral past a bolt to easier (5.10) terrain.

29. BRAIN WALL 5.10+ A5

This is the finish to INVISIBLE AIRWAVES. Follow the obvious line to the base of a seam. Climb 5.9+ R friction to the top.

30. WASTE NOT, WANT NOT 5.12b/c *

This is the bolted route just right of INVISIBLE AIRWAVES. Take small brass nuts for the top.

31. ROWIN'S ROUTE A3+

Starts on an obvious flake just right of WASTE NOT...P1. Head up to a bolt and aid up to an expanding flake. Move left to a ledge and traverse right to a belay. P2. Follow dowels up and right to a belay. P3. Follow more dowels up and right to a belay. P4. Traverse right 30' to a corner system. Climb the corner to a sling belay. P5. Climb a 5.10 crack to a belay at a tree. Climb 40' to the top.

32. SECRET ALLOYS 5.10 A5

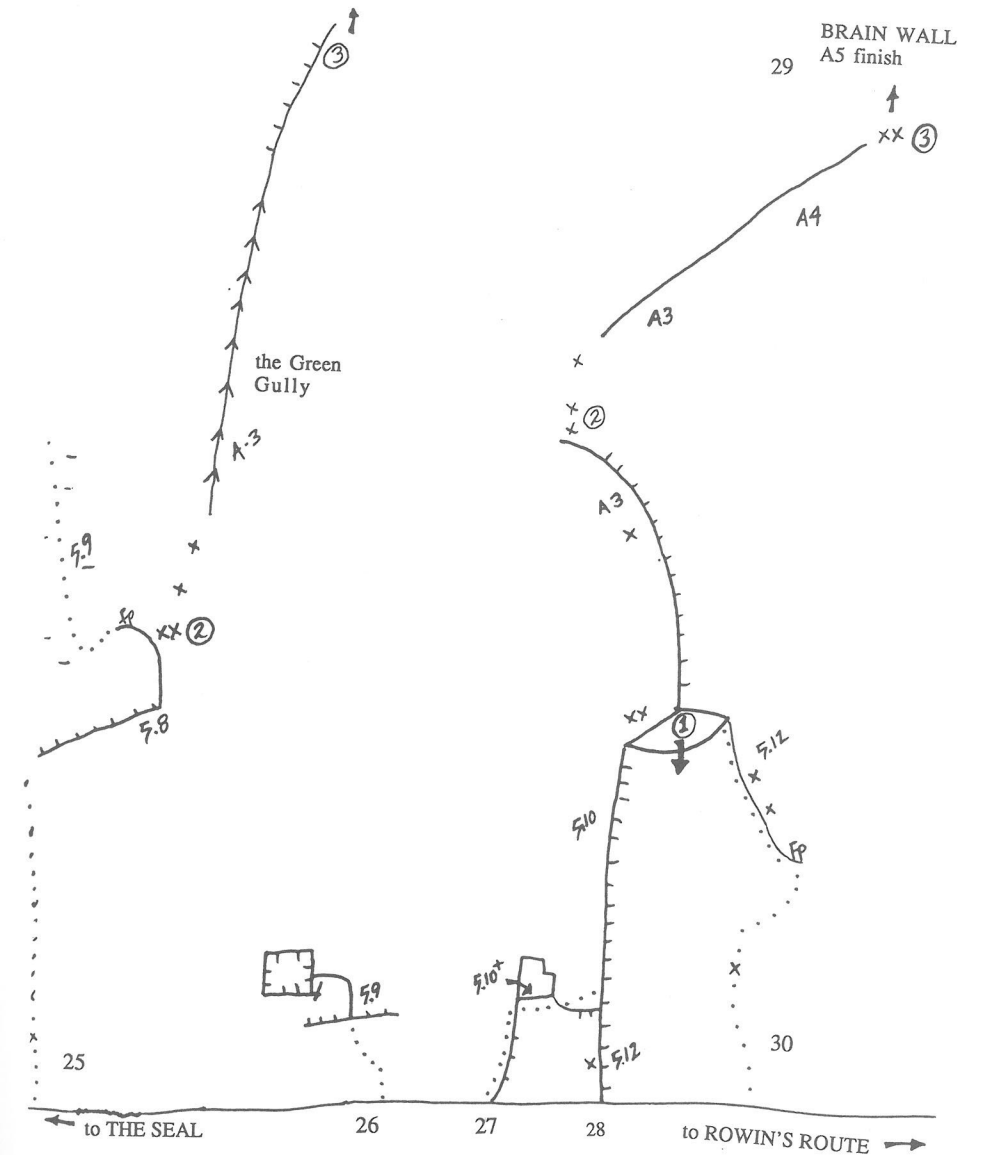
This is a direct finish to ROWIN'S. From the top of P3. of ROWIN'S follow a water-groove to the top.

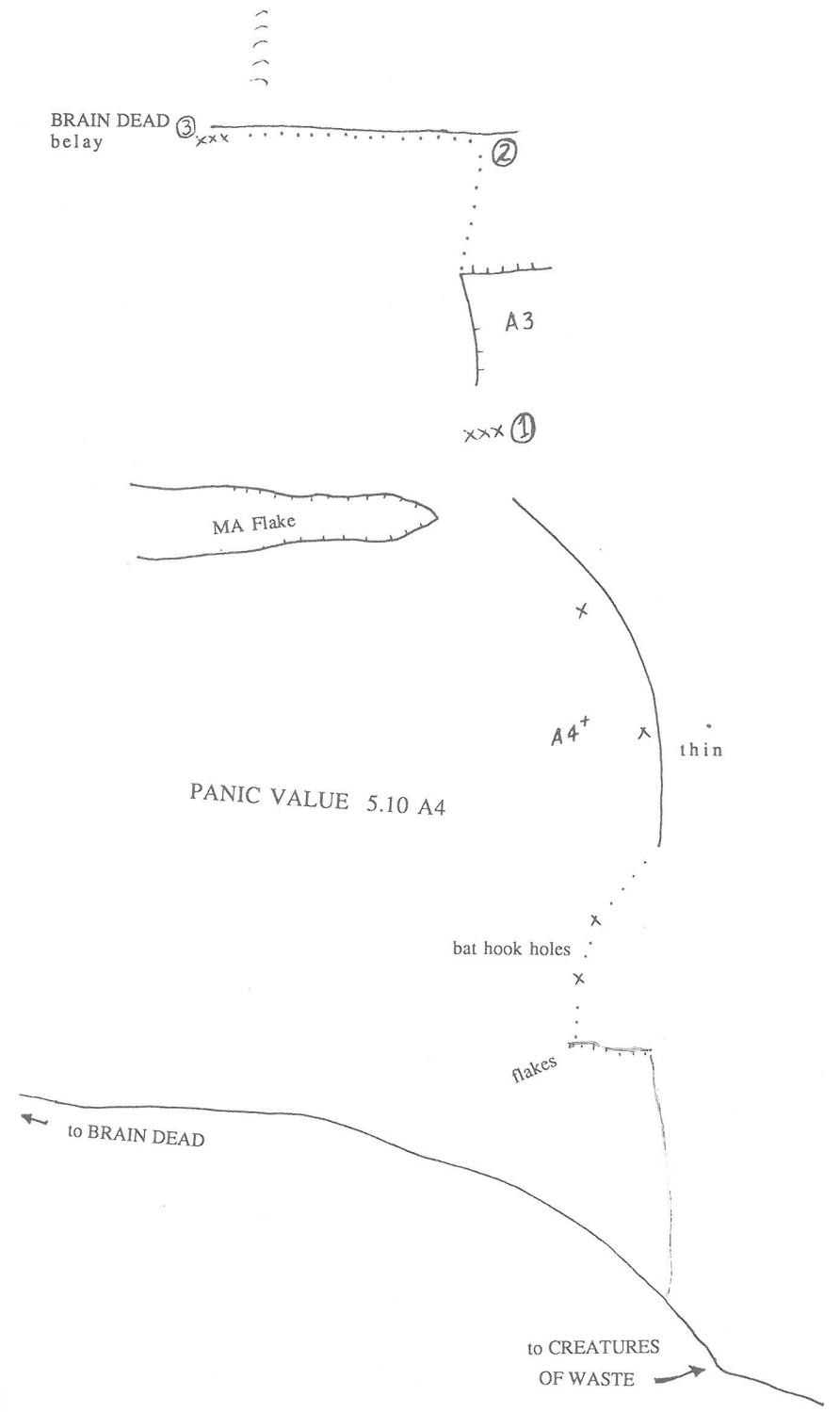
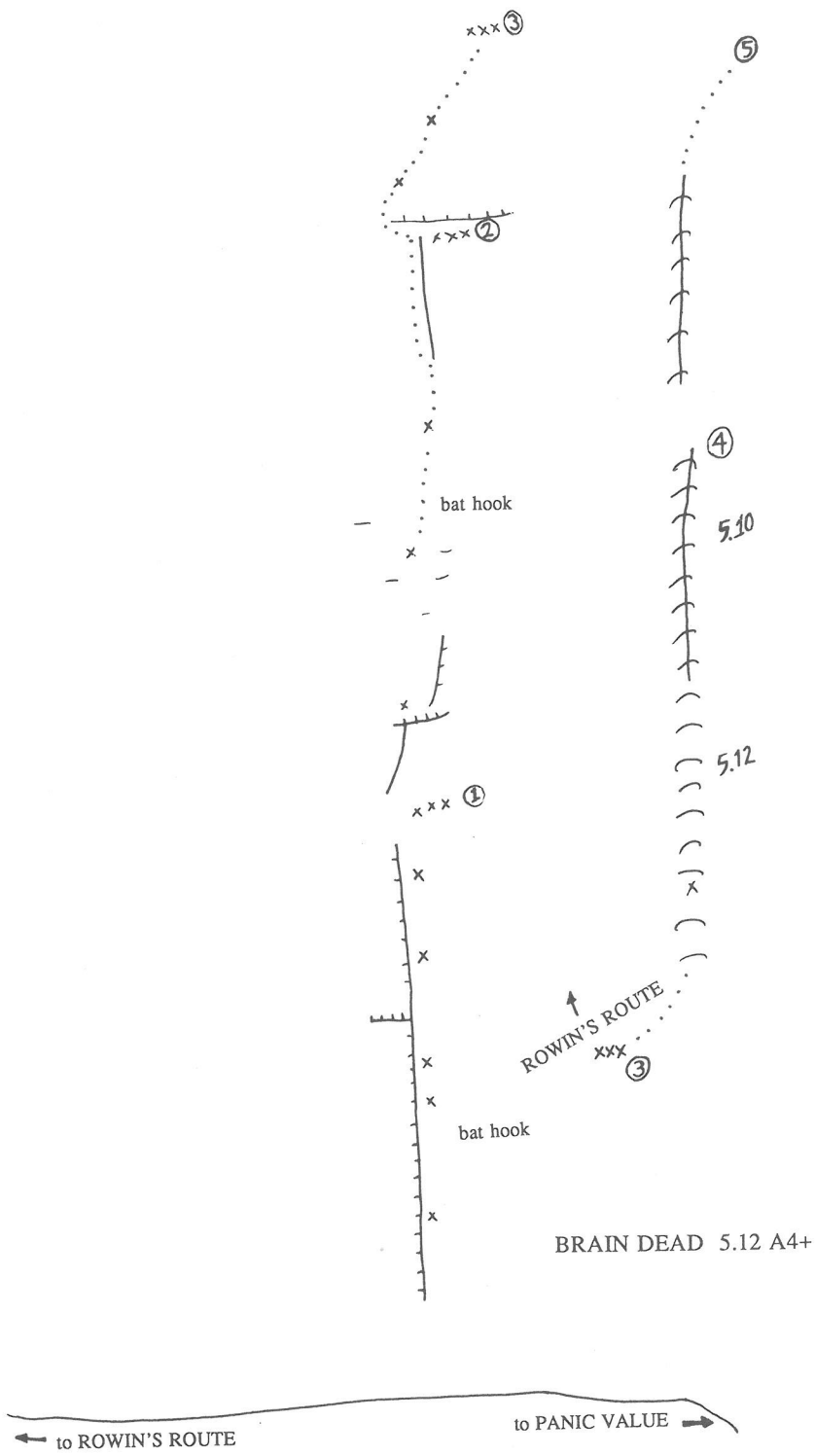
33. BRAIN DEAD IV 5.12b A4+

Start 50' right of ROWIN'S ROUTE. P1. Follow the obvious dihedral. This pitch has ground fall potential. P2. Follow the thin copperhead seam to a hook move that is used to reach an alcove. Bathook up an overhanging wall to a crack. Continue up to belay at a roof. P3. Traverse left 7' and pull the roof. Aid up to ROWIN'S and the belay. P4. Traverse up and right to a watergroove. Climb the watergroove (5.12b) to the top.

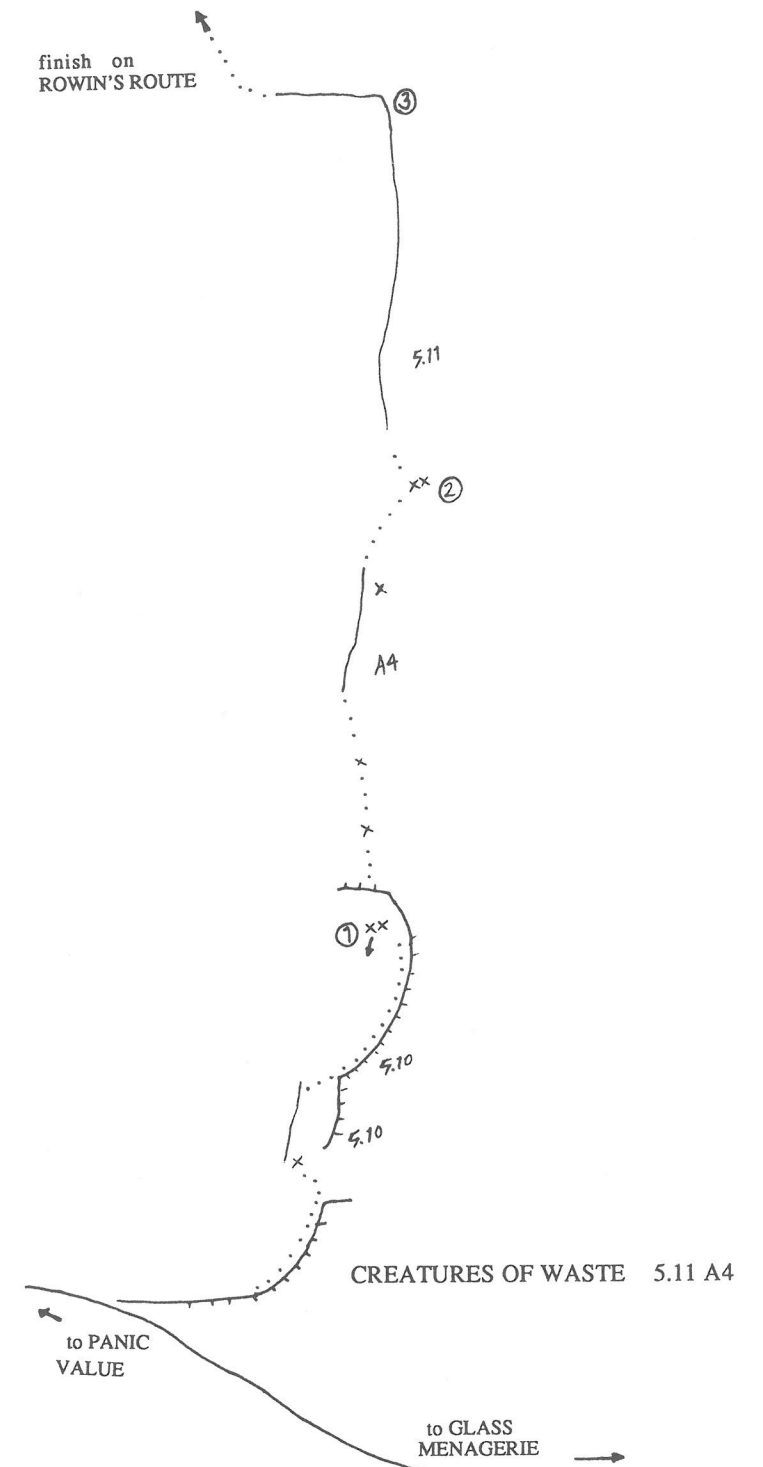
34. PANIC VALUE IV 5.10 A4+

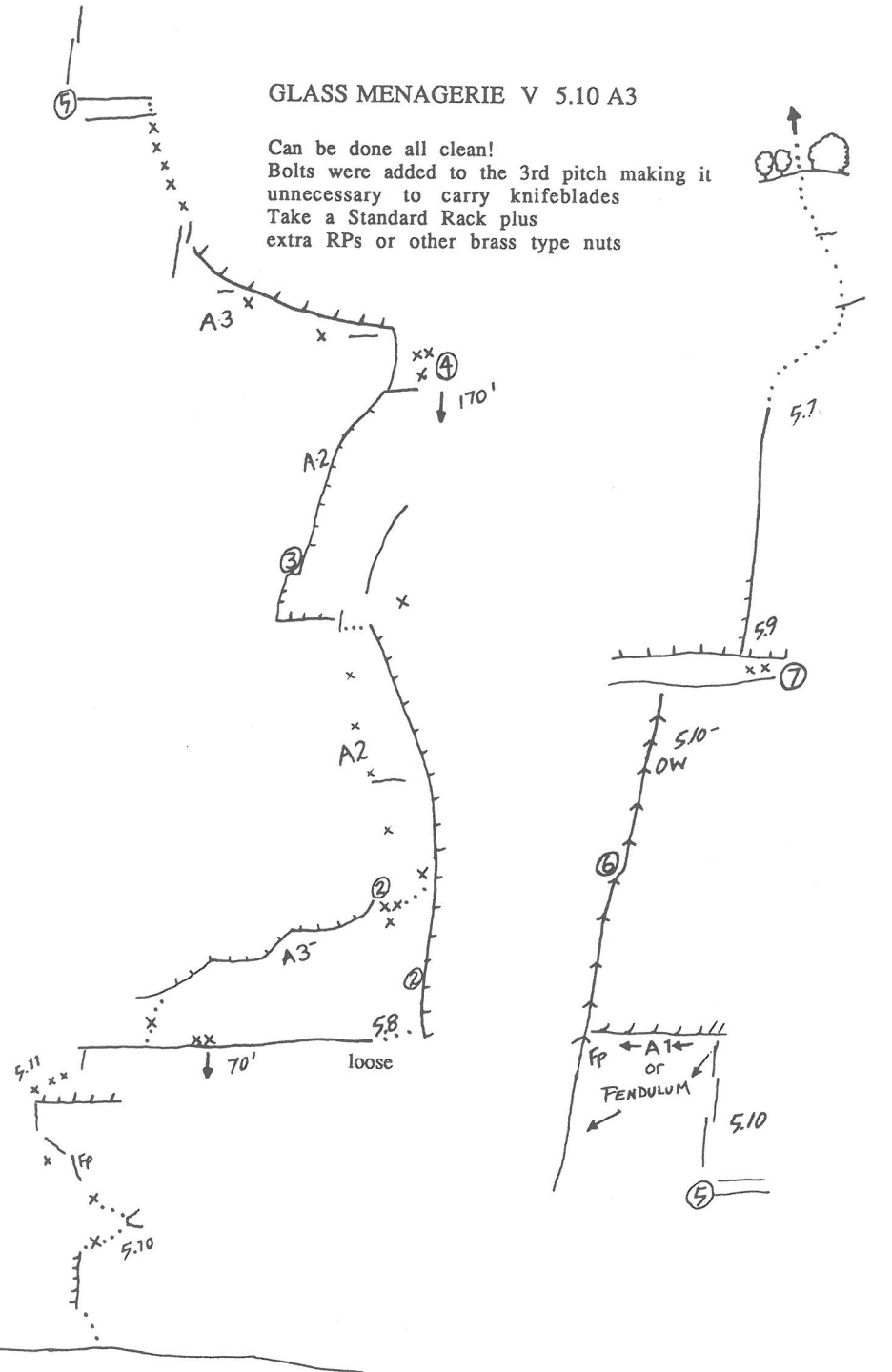
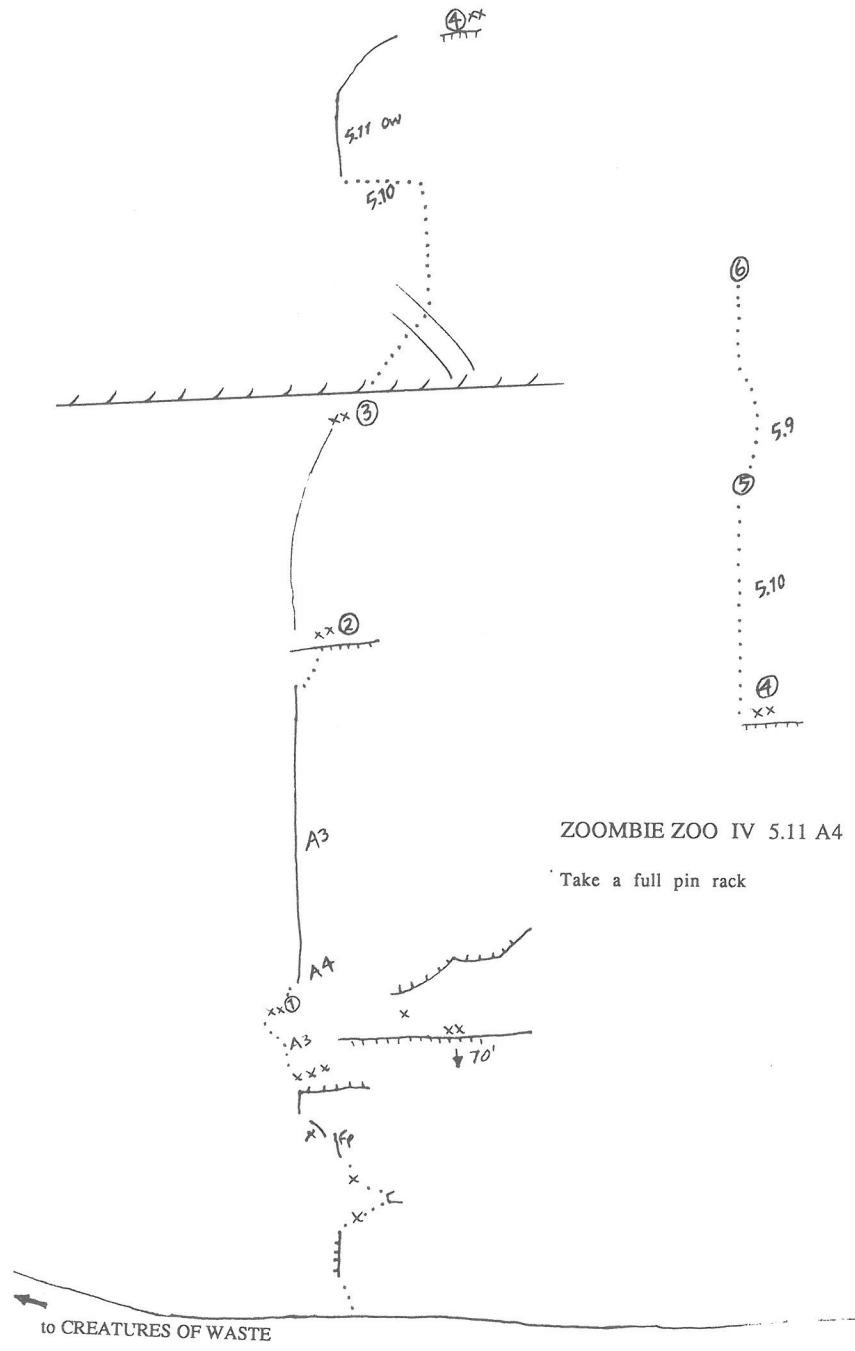
Start 70' right of BRAIN DEAD and 10' left of CREATURES OF WASTE. Climb an arching crack which goes right to left.

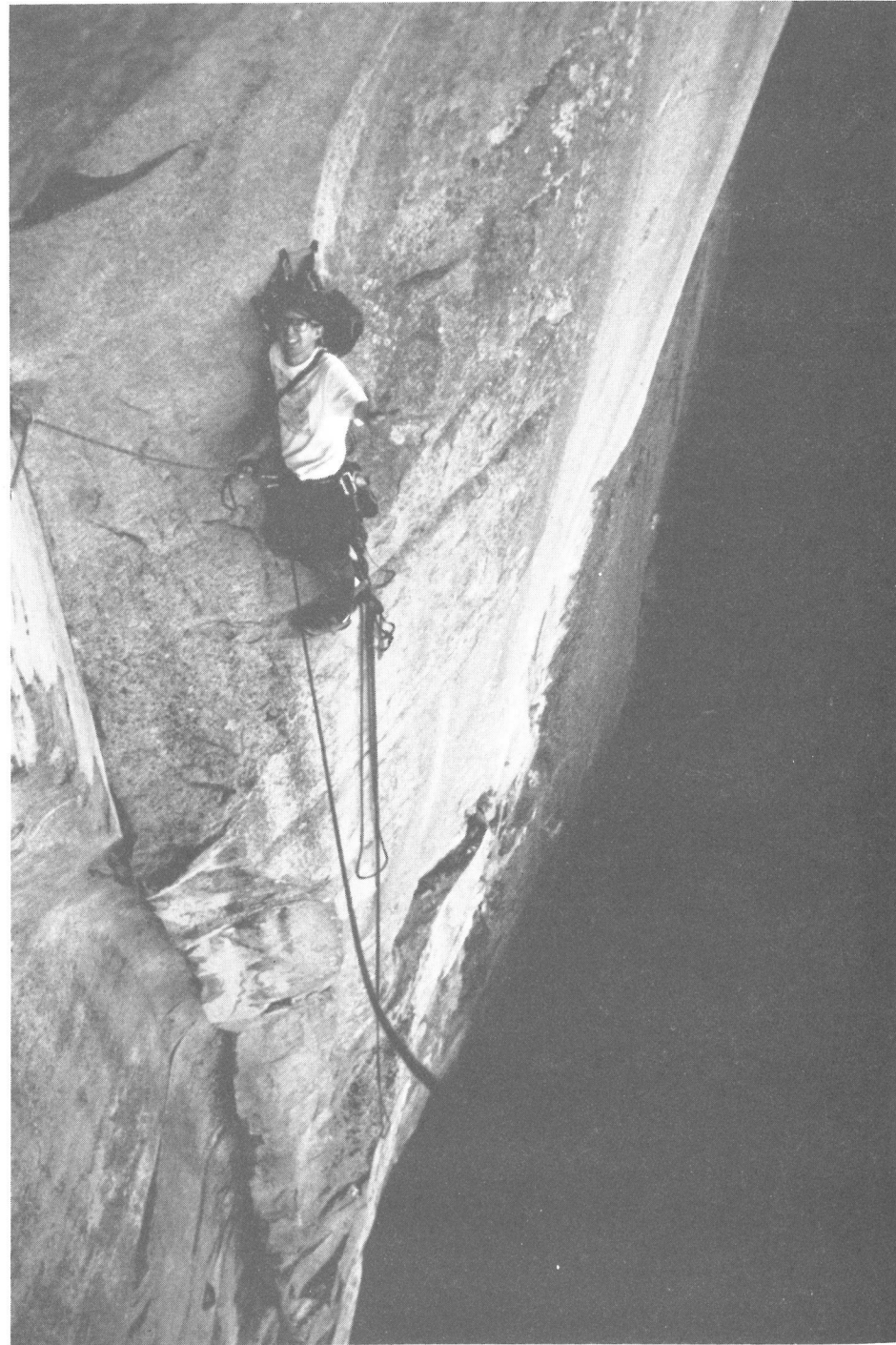




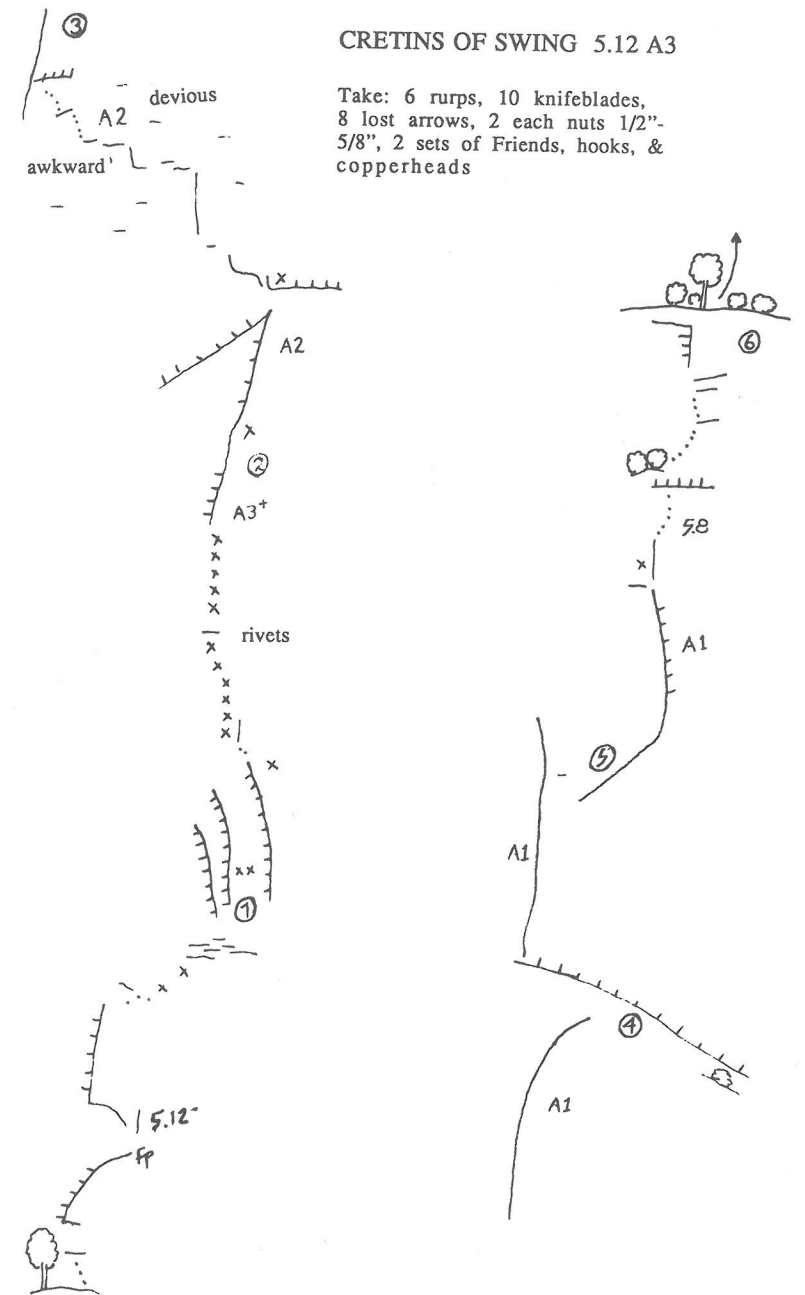
35. **CREATURES OF WASTE IV 5.11 A4**
Starts 60' right of BRAIN DEAD. Follow a huge loose flake to the right, then up to a bolt and crack.
36. **ZOMBIE ZOO IV 5.11 A4**
37. **GLASS MENAGERIE V 5.11- A3+**
Start on a small right-facing dihedral just downhill from CREATURES OF WASTE.
38. **CRETINS OF SWING V 5.12a A3+**
Start 30' right of GLASS MENAGERIE.
39. **CREATURES OF WING 5.12a**
The first pitch of CRETINS OF SWING done free.
40. **COLD BLUE STEEL IV 5.10 A4**
Start 200' right of CRETINS...at a right-facing dihedral. Climb up to crack systems. No topo.
41. **PSYCHO BITCH 5.11b/c**
Start 50' right of COLD BLUE STEEL. Follow a short crack up and right. Goes to the belay on COLD BLUE STEEL. No topo.
42. **CHIEFTAINS OF CREEP V 5.11 A4**
Start 100' right of PSYCHO BITCH. Follow detached blocks to a bombay chimney.
43. **OFF THE WALL 5.11d A2**
P1. Climb a short right-facing dihedral to thin friction. Traverse left to a fixed pin and bolt. P2. Climb through the roof to the crack. No topo.
44. **CAROLINA HOG FARM 5.10 A5**
Follow a short right-facing dihedral to bolts. Continue up the blunt arete. Take 20 each #0, #1, and #2 copperheads. No topo.
45. **TWISTED LAUREL 5.9+**
This route is hard to approach and is rarely done. Approach via the gully uphill from CAROLINA HOG FARM. No topo.

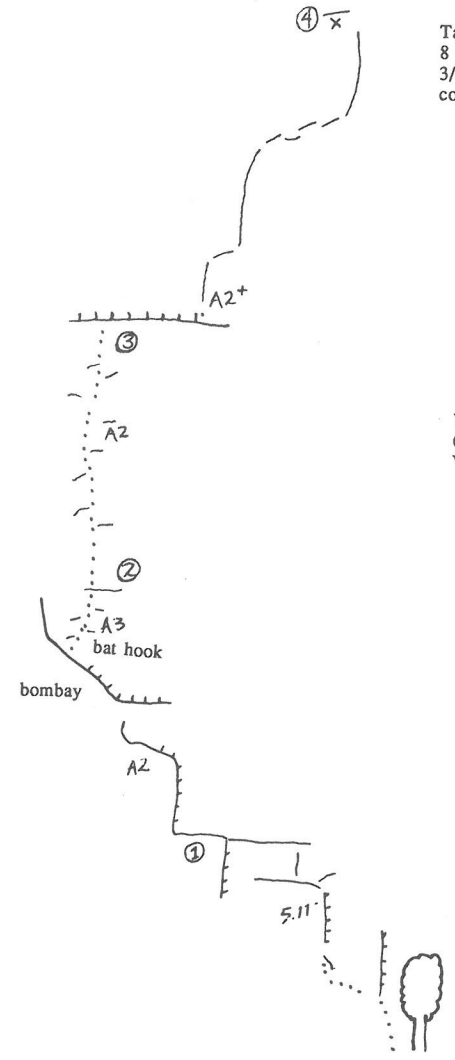






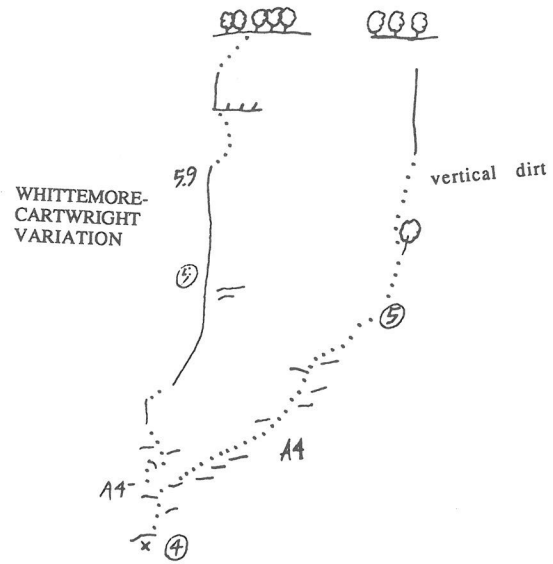
Mark Owen below the big roof on GLASS MENAGERIE; Photo: Matt Gentling



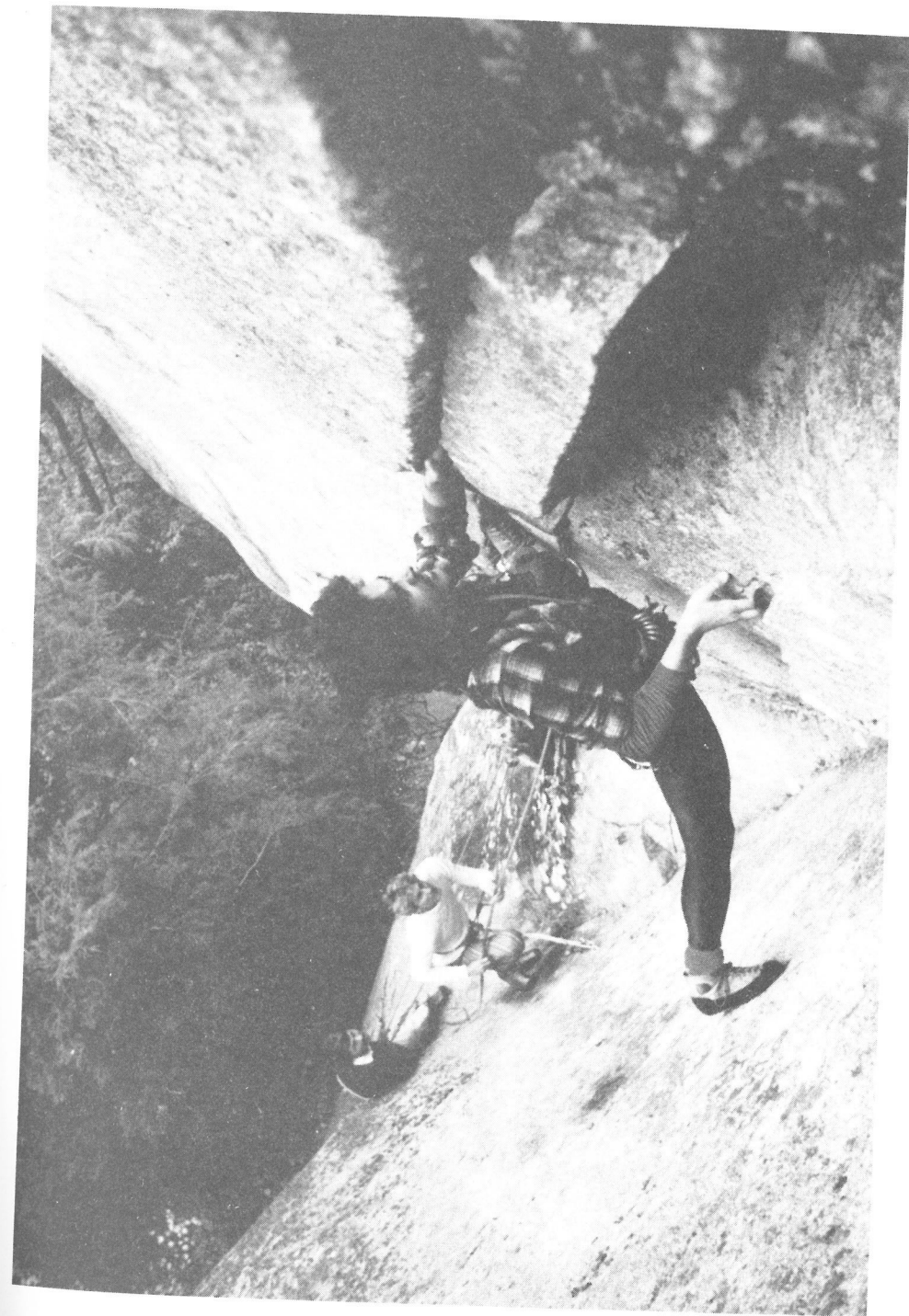


CHIEFTAINS OF CREEP IV 5.11 A4

Take: 2 rurps, 19 knifeblades,
8 lost arrows, 1 each nuts 1/2"-
3/4", 2 sets Friends, duckbills,
copperheads, & hooks.



WHITTEMORE-
CARTWRIGHT
VARIATION



Tom Howard on CORNFLAKE CRACK, 5.11; Photo: Thomas Kelley

NOSE AREA

THE NOSE, was the first route established on Looking Glass (1966). The climb is considered by many to be a classic because of its position, clean rock, good views, and excellent climbing. In addition to the NOSE, other memorable climbs share the wall. Most of them are excellent, but tend to be much harder. Only SUNDIAL (5.8), is of the same approximate grade as THE NOSE.

From the parking area follow the prominent trail about 15-20 minutes to the base of the rock. The trail meets the rock at the base of the SUNDIAL. To descend routes from DUM DEE DUM DUM to the ODYSSEY, it is best to rappel the NOSE. Fixed anchors offer sound rappel points. First time climbers to Looking Glass may consider doing THE NOSE to familiarize themselves with the rappels. Descend via SOUTHERNER for routes right of THE ODYSSEY.

46. SKY PILOT 5.8

Maybe 20-30 yds. left of DUM DEE DUM DUM. Follows a crack.

47. SKY PIRATES 5.11d

Start on DUM DEE DUM DUM but move out left toward the fixed protection.

48. DUM DEE DUM DUM 5.10 *

Locate the obvious hand/fist crack left of the NOSE and about 150-200 yds. up the hill.

49. AIR RAID 5.9

See the topo. Climb the steep wall just right of DUM DEE DUM DUM to a brow covered face.

50. BALLS TO THE WALL 5.10a

Starts on AIR RAID.

51. SUPER CRACK 5.10

This route starts at the left edge of the apron. Locate the fixed protection.

52. FREE MAN IN PARIS 5.9 R

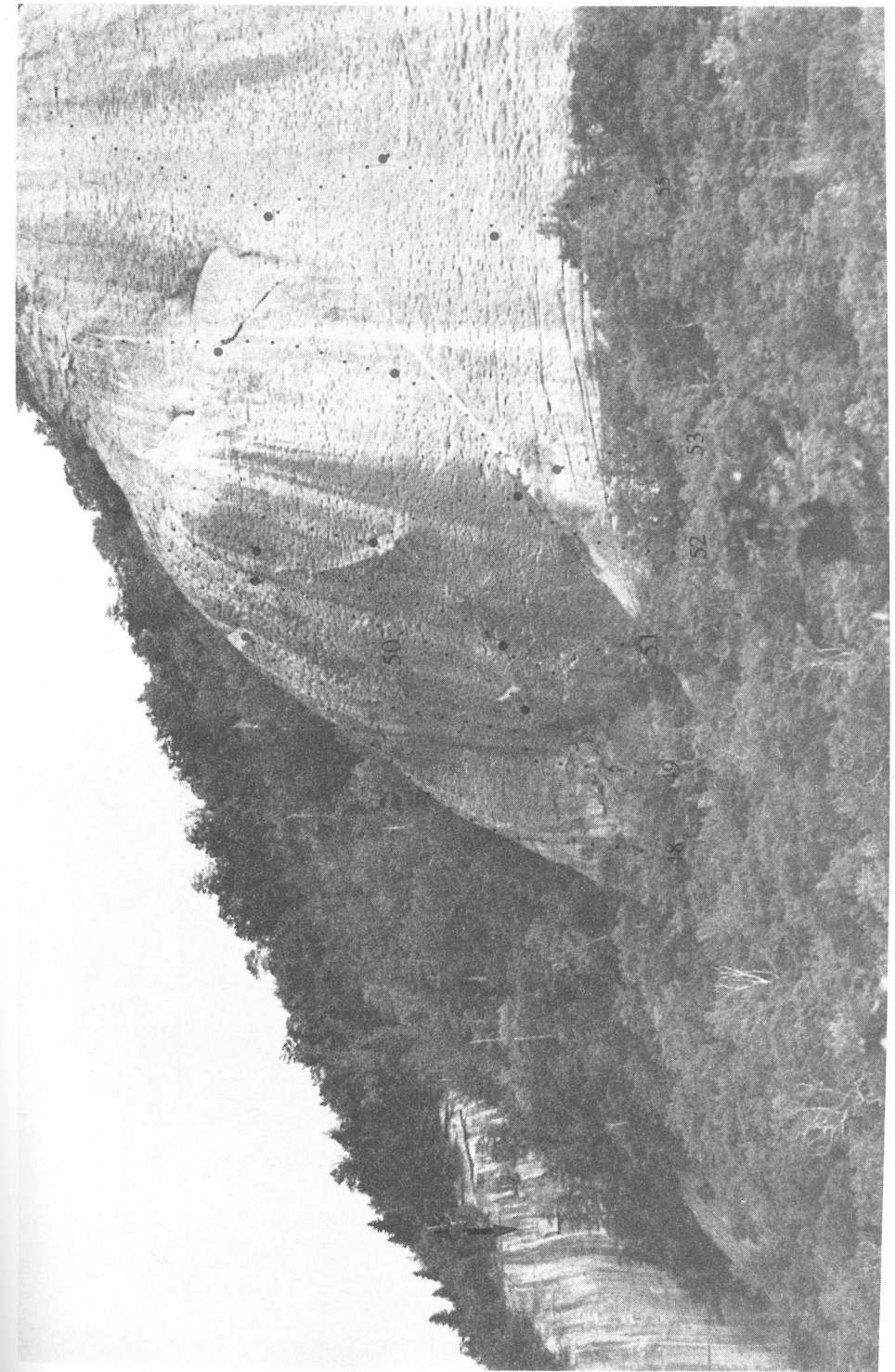
AKA DEAD MAN IN PISGAH. Start down the hill and left of the NOSE, just before the rock goes low angle.

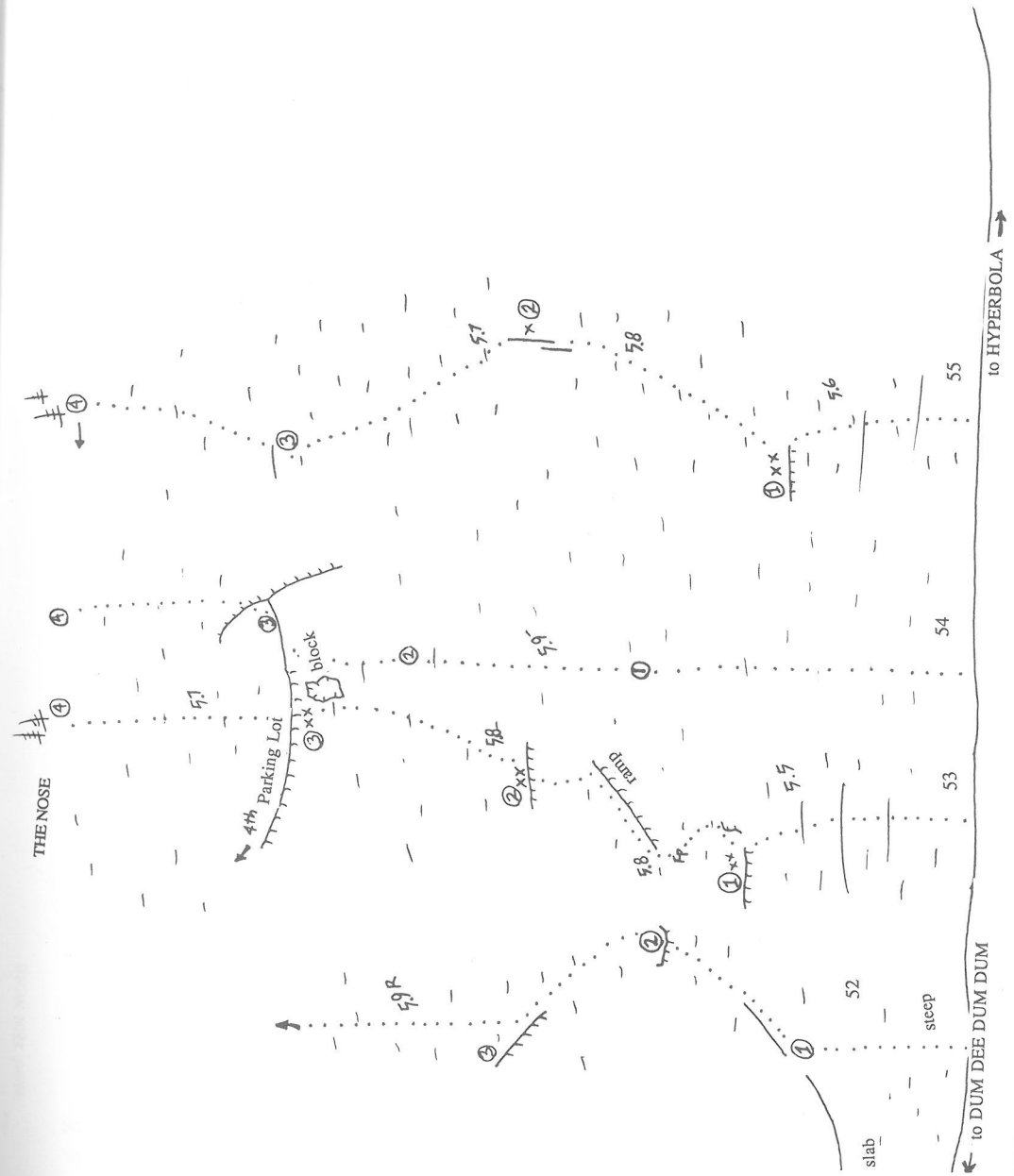
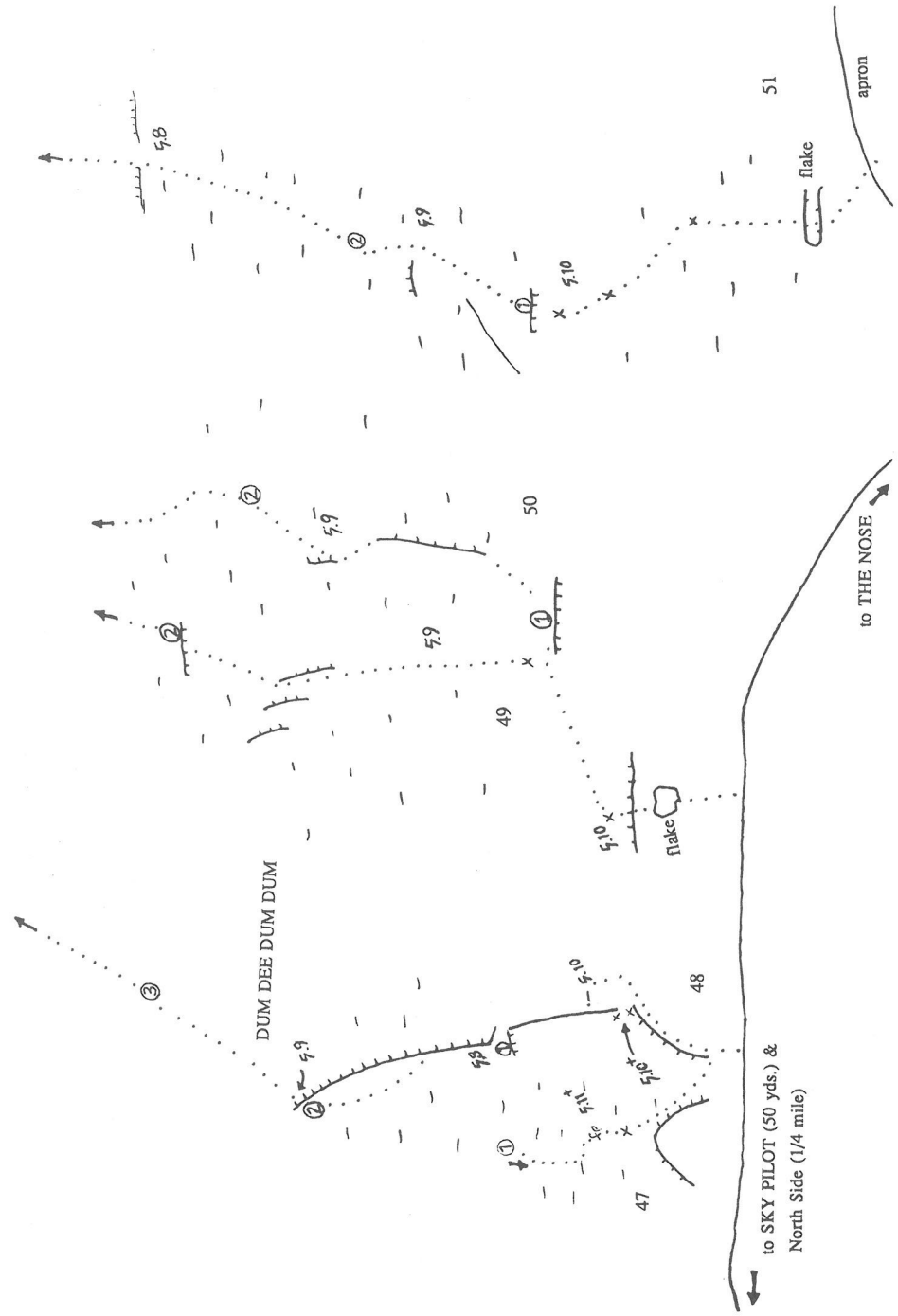
53. THE NOSE 5.8 *

Super classic. This is also the descent route for other routes in the Nose Area, so be prepared to share belays.

54. PEREGRINE 5.8/5.9

A direct line between the SUNDIAL and NOSE routes.





55. SUNDIAL CRACK 5.8 *

This route starts where the trail to the Nose Area meets the rock. The protection is better than it looks.

56. SOUTHERN CRESCENT 5.11

Start right of SUNDIAL beneath a bulging arch. Head up to an old bolt, then continue through the arch to a belay.

57. HYPERBOLA 5.10 * (5.9 R start)

Classic crack but care is required above the first bolt (5.9 R). Starts about 100 yds right of the SUNDIAL. Climb large flakes to a slab. Climb past a bolt to reach the beautiful dihedral.

58. HYPERBOLA DIRECT START 5.11a *

Climb directly toward the arching crack past 2 bolts and an arching overlap.

59. HYPERBOLA DIRECT FINISH ***60. SEA OF BROWS BY THE WASTE SIDE 5.11 (5.9 R/X)**

P1. Start on HYPERBOLA DIRECT START. After the second bolt, and in the dish, runout a long way up and right (5.9 R/X) aiming for a large brow. Keep climbing up and right to a good horizontal belay. P2. Head right into a large scoop, then up and back left. Climb the edge of the of lichen streak (runout). Climb straight up to an old angle, then up to an old bolt. P3. Climb straight up to the top.

61. PSYCH. DELUSIONS OF THE DIGITAL MAN 5.9 A2

P1. Climb the beautiful white dihedral on aid (clean) or free (5.12c/d). P2. Continue on aid to the top. Take a 5/8" angle.

62. ELECTRIC KOOL-AID ACID TEST 5.12 c/d *

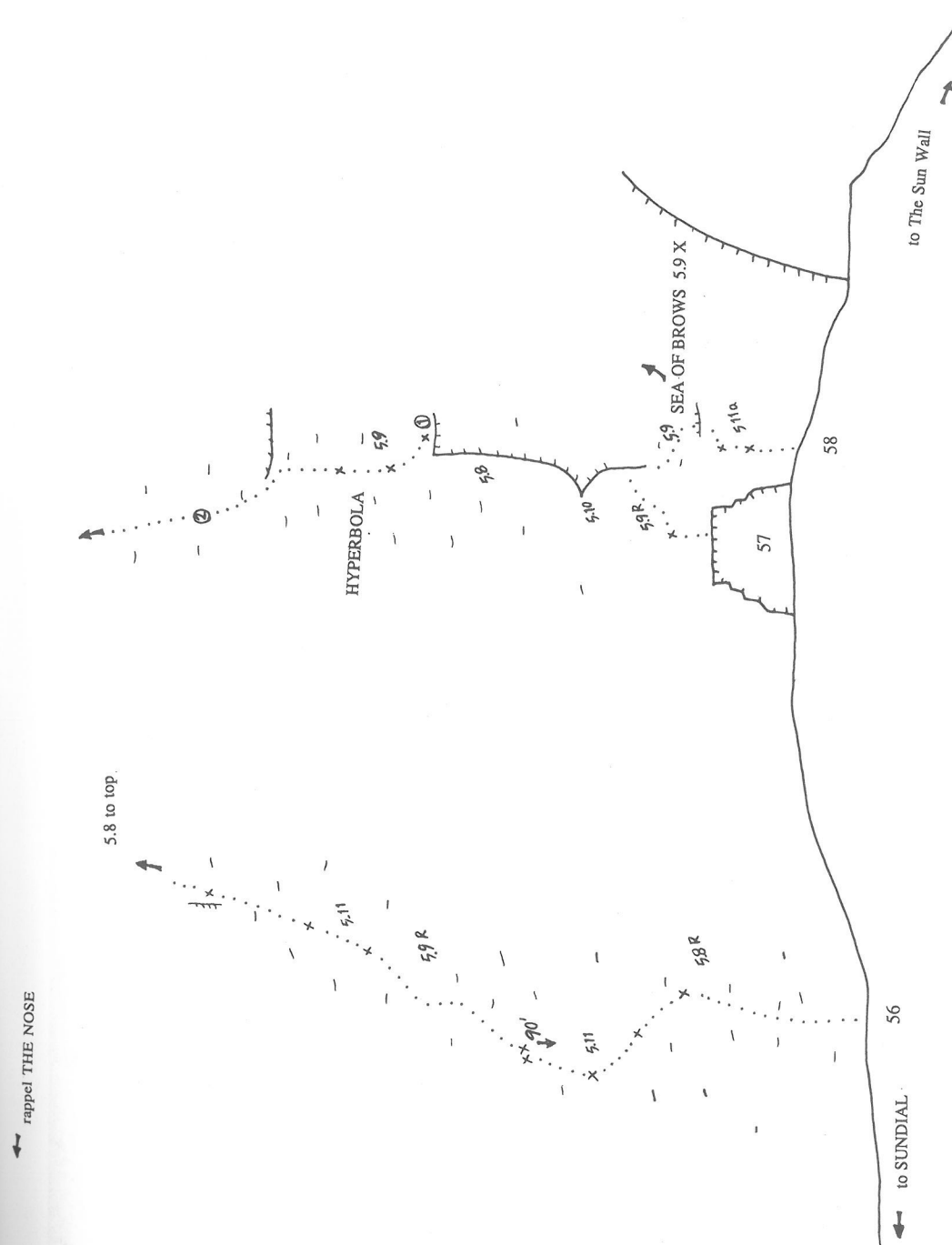
This is the first pitch of PSYCH, DELUSIONS done free. Located about 200 yds. right of the NOSE.

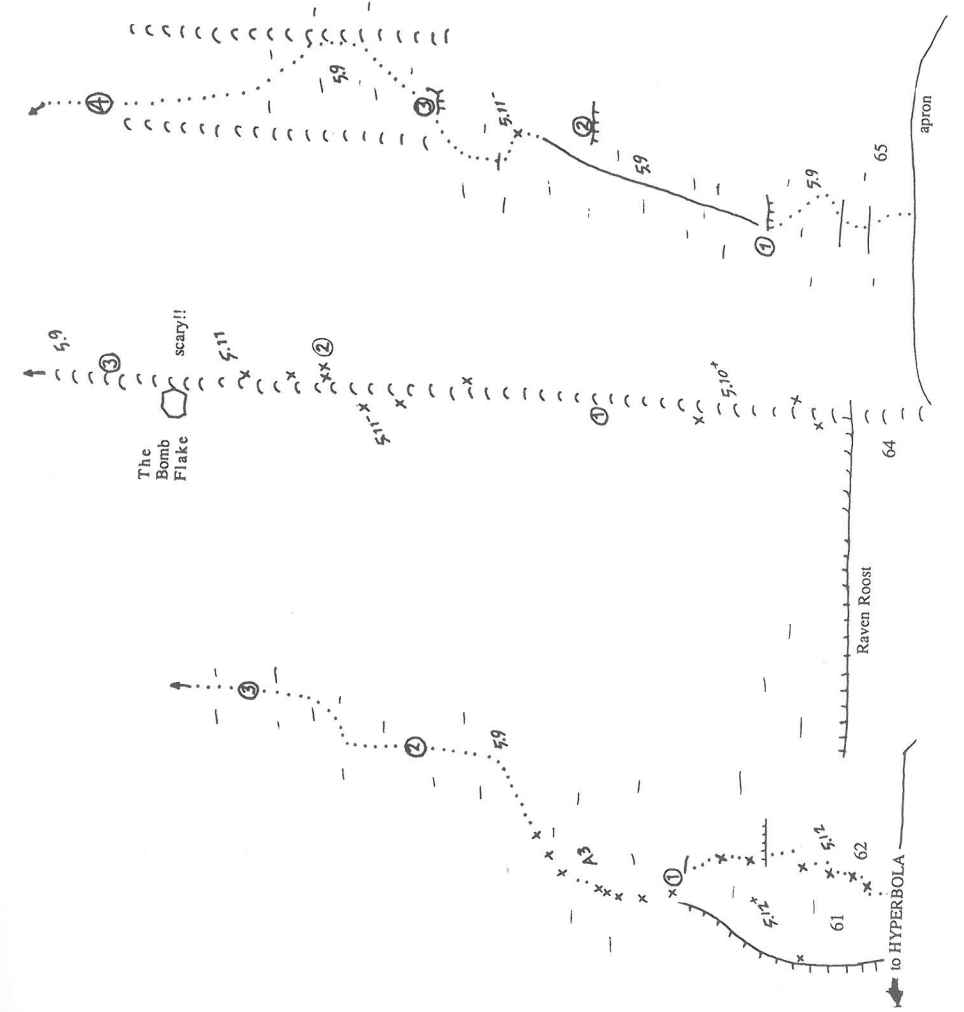
63. PREDATOR 5.12 *

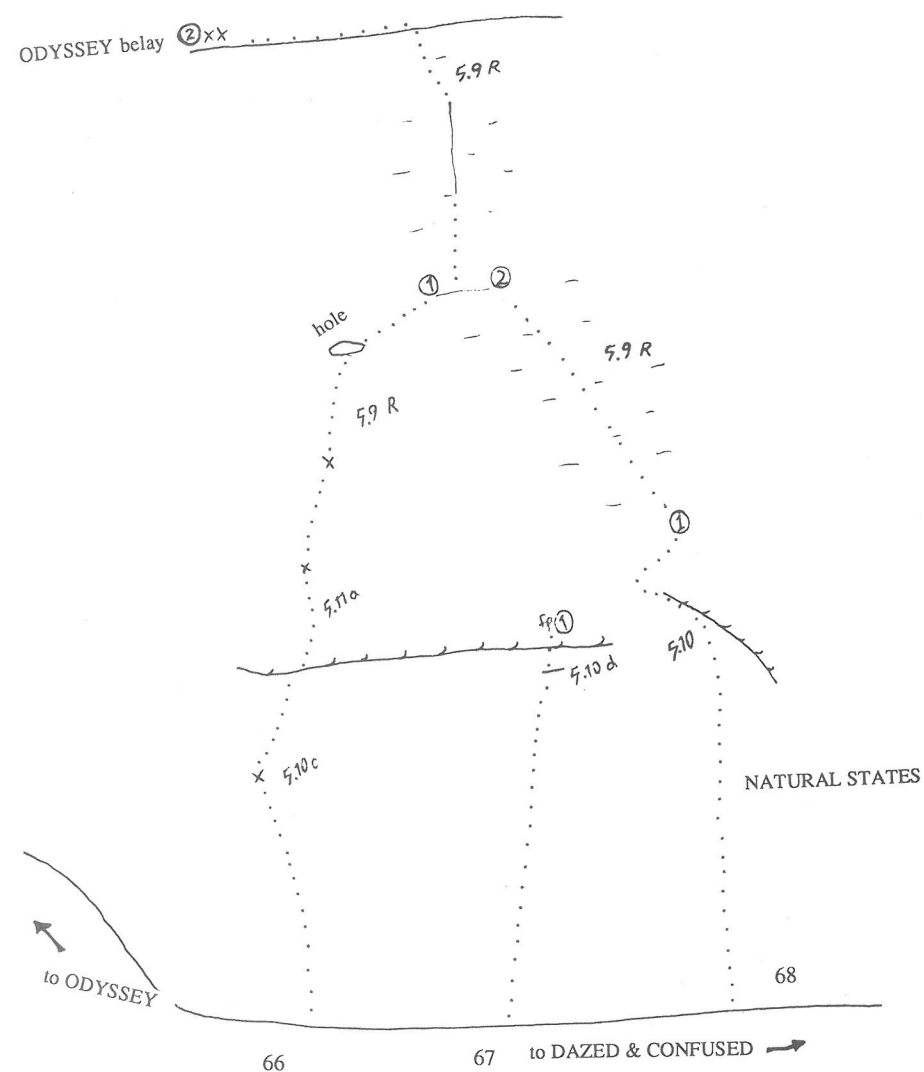
This is the steep wall just right of the ELECTRIC KOOL-AID ACID TEST corner. Take TCU's or tricams for the overlap above the 3rd bolt.

SUN WALL

The Sun Wall offers some of the longest and most difficult routes at Looking Glass. The climbing is very steep and lacks most of the cracks and grooves found elsewhere on the rock. Protection is usually found in the horizontal pockets commonly referred to as "eyebrows". Some of these eyebrows offer excellent protection while many offer none. Many of the Sun Wall climbs are difficult, poorly protected, and little climbed. Climbs on the left side of the Sun Wall are best approached via the Nose Area trail. Climbs on







the right side are best approached by hiking to the South Face and walking along the base of the cliff. To descend, it is usually best to make a series of rappels down SOUTHENDER, the big corner that separates the South Face from the Sun Wall.

64. LEGENDARY NUCLEAR BOMB 5.11 R

Follows the intimidating groove just left of the ODYSSEY. On the third pitch, beware of the precariously balanced Bomb Flake.

65. THE ODYSSEY 5.11a *

P1. Climb the face past horizontal to a thin section below the belay (5.9). P2. Follow the obvious crack. Belay at a ledge right of the crack. Take a #4 Friend for one short wide section. P3. Layback up the thin crack past 2 ancient fixed pieces to a bolt. Traverse left to a bowl. Continue up and right to a belay. P4. Diagonal up and right to a water groove. Climb up, then back left toward the left water groove. TCU's make this pitch a little less runout. P5. Scramble to the top. Descend the NOSE.

66. DOC SAVAGE 5.11a

67. SOLAR WIND 5.11b

68. NATURAL STATES 5.10 R

69. DAZED AND CONFUSED 5.10

Start just left of the Curl. Head up to a sloping ledge.

70. FEAR AND LOATHING 5.10d A1

Direct finish to DAZED AND CONFUSED. One point of aid.

71. BOUFFANT CURL 5.10

72. TOXIC WASTELAND 5.10d

Start just right of the BOUFFANT CURL at a high point of trees along the apron.

73. SUPER DIRECTION 5.12

Locate a large right-facing dihedral about 150' up. A direct 2nd pitch (5.11c) was done by Whitney Heuermann and Mark Owen in 1992.

74. SUPER CONDUCTION IV 5.7 A2

Starts further right then SUPER DIRECTION but climbs the same large right-facing dihedral.

75. PUMP FAILURE 5.12b

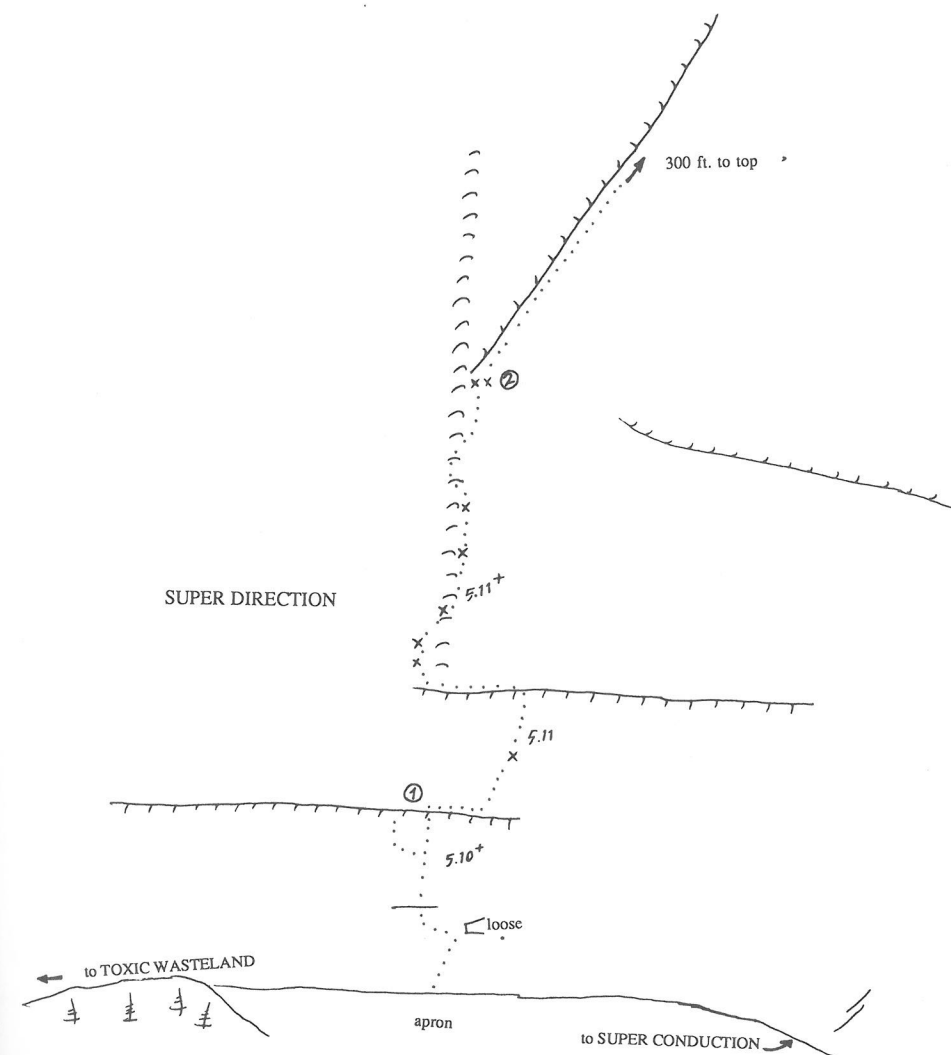
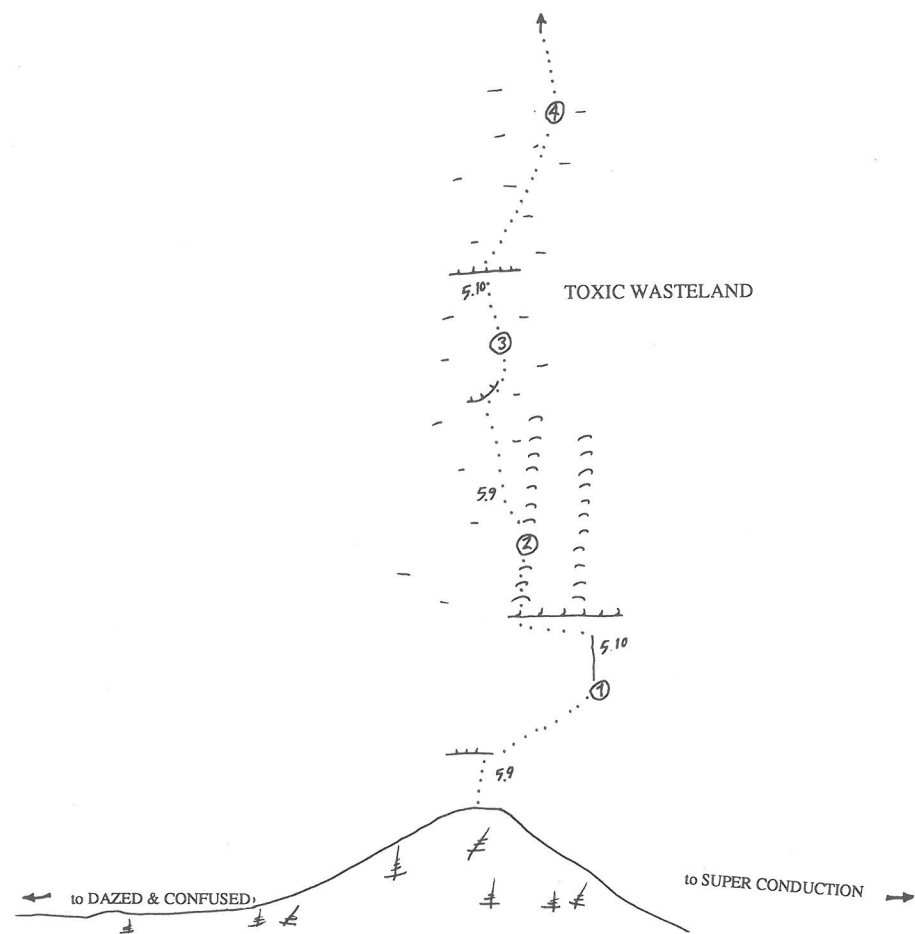
76. LITTLE CREATURES UNDER THE MONKEY FLAKE 5.10

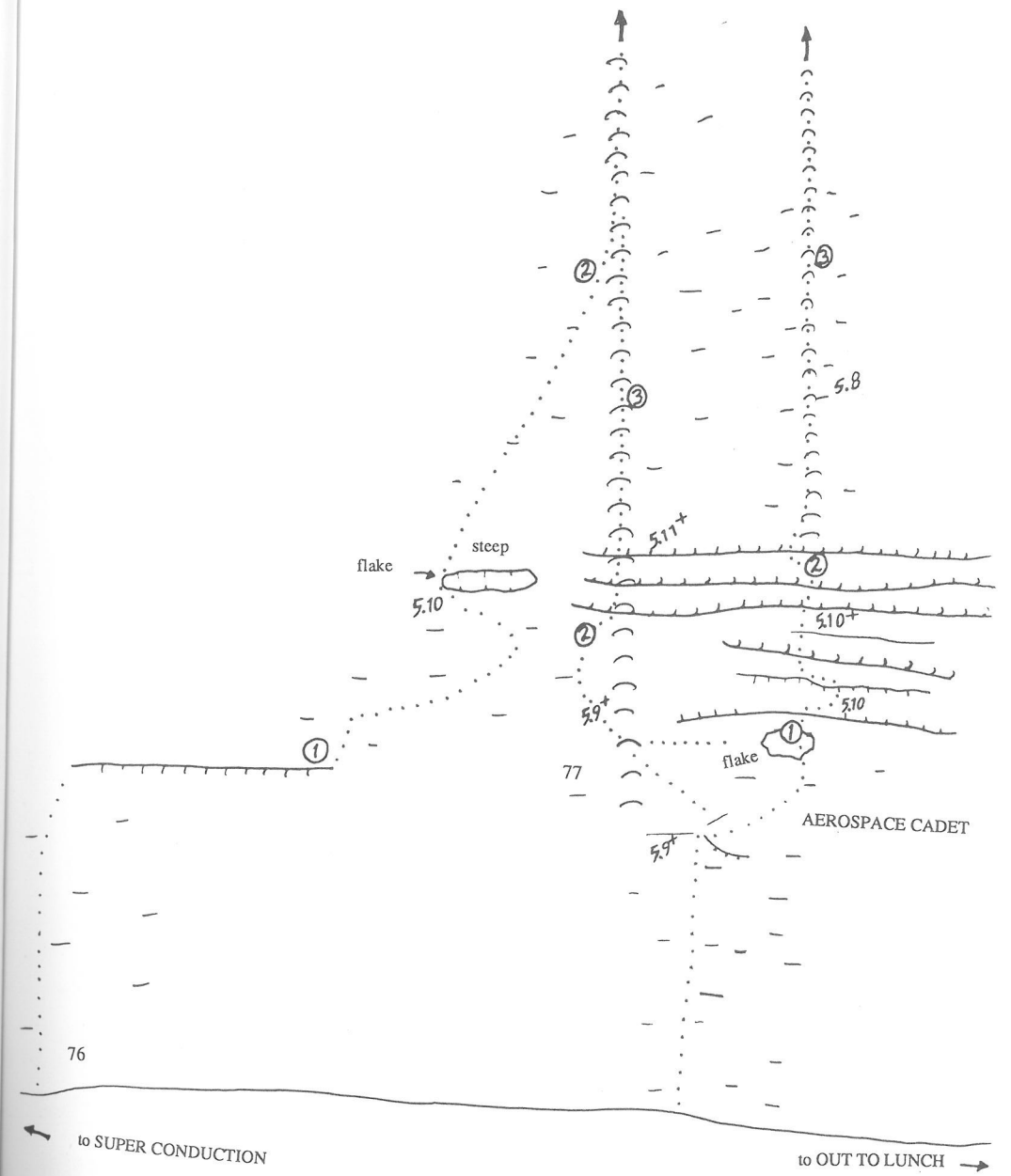
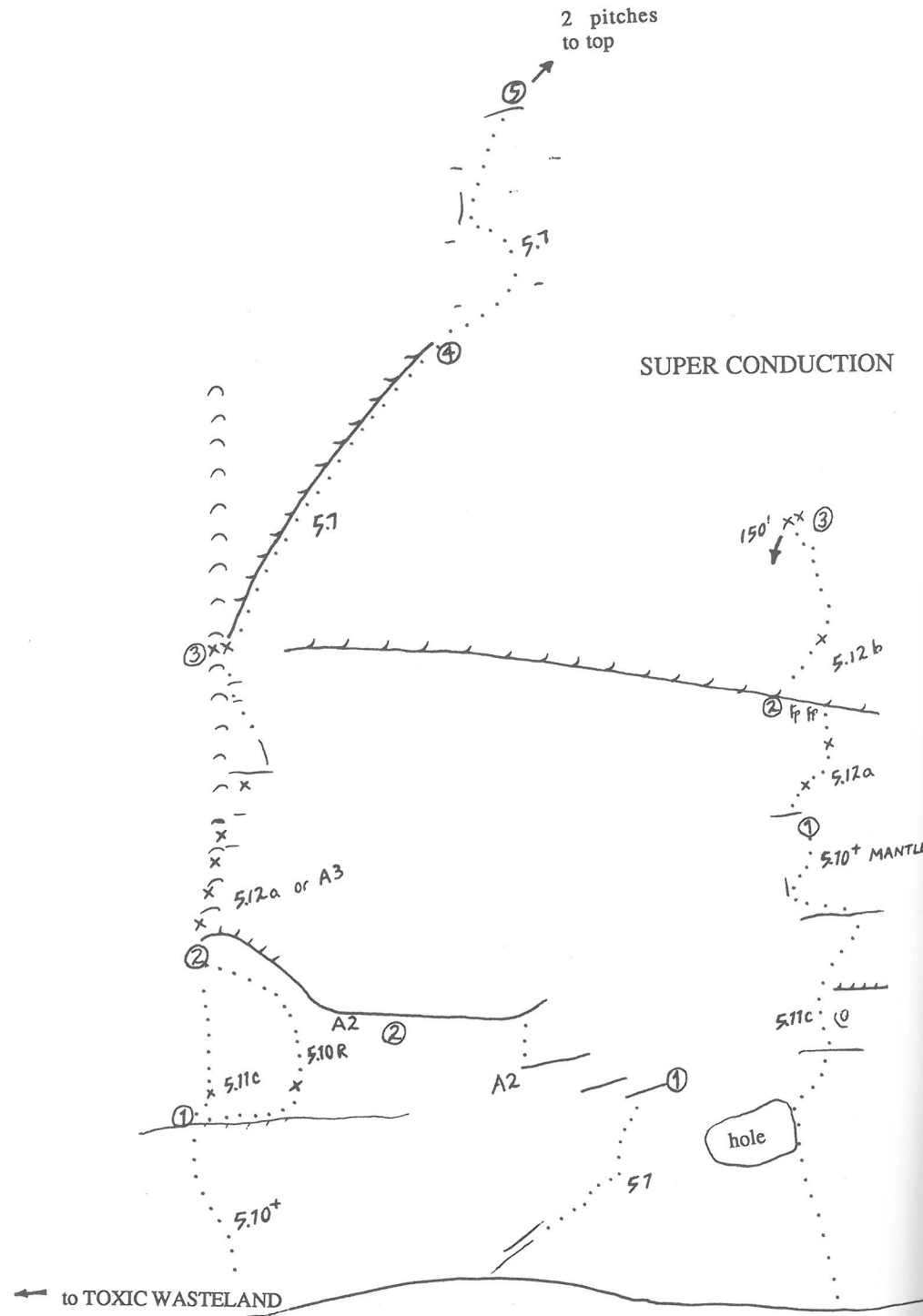
77. LABIA 5.11d

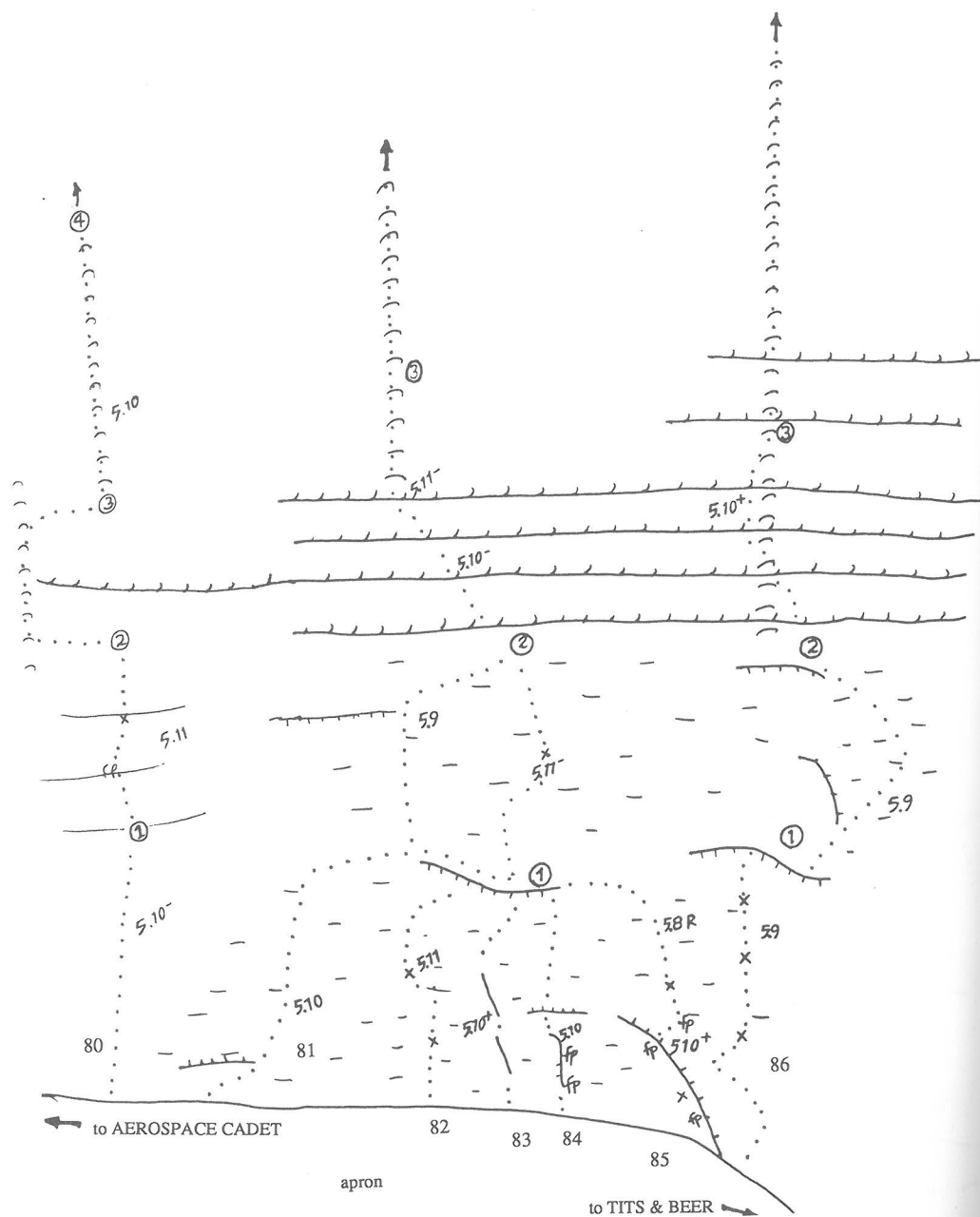
78. AEROSPACE CADET 5.10d *

79. HOURGLASS 5.8 A3

Not shown. Included for historical interest only.







- 80. COOL WAVE 5.11b
- 81. LAB RAT 5.10
- 82. LE PUMP 5.11
- 83. OUT TO LUNCH 5.11a *
- 84. BLACK OUT 5.10
- 85. WAY RAD 5.10d
- 86. TWO LEGGED SNAKE 5.10d

87. CALCANEUS 5.10
 Not shown. Goes up between WAY RAD and TITS & BEER.

88. TITS AND BEER 5.9 *
 Highly recommended. May be the world's hardest 5.8. Approach from either the South Face or the Nose Area. If approaching from the South Face, go left and downhill from SOUTHENDER. At the bottom of the of the hill locate the direct start and the main crack which is 100' above. To do the regular start move left and up the hill to a tree. Stem off of the tree to gain the slab/apron above. Make a traverse right to a bowl. P1-P2. See topo. P3. Either traverse left to a point where you can pull through the bulge or move right, pull the bulge and move back left. To descend traverse right to trees at the SOUTHENDER gully. 2 rappels to the ground.

89. T&B DIRECT START 5.11
 Start at the bottom of the hill, left of SOUTHENDER. Mantle up, clip the bolt, then make hard moves up and left to a runout slab.

- 90. SHITS & FEAR 5.10d
- 91. DIALING FOR BUCKETS 5.10d
- 92. NATIONWIDE 5.10
- 93. PAT EWING 5.10 *

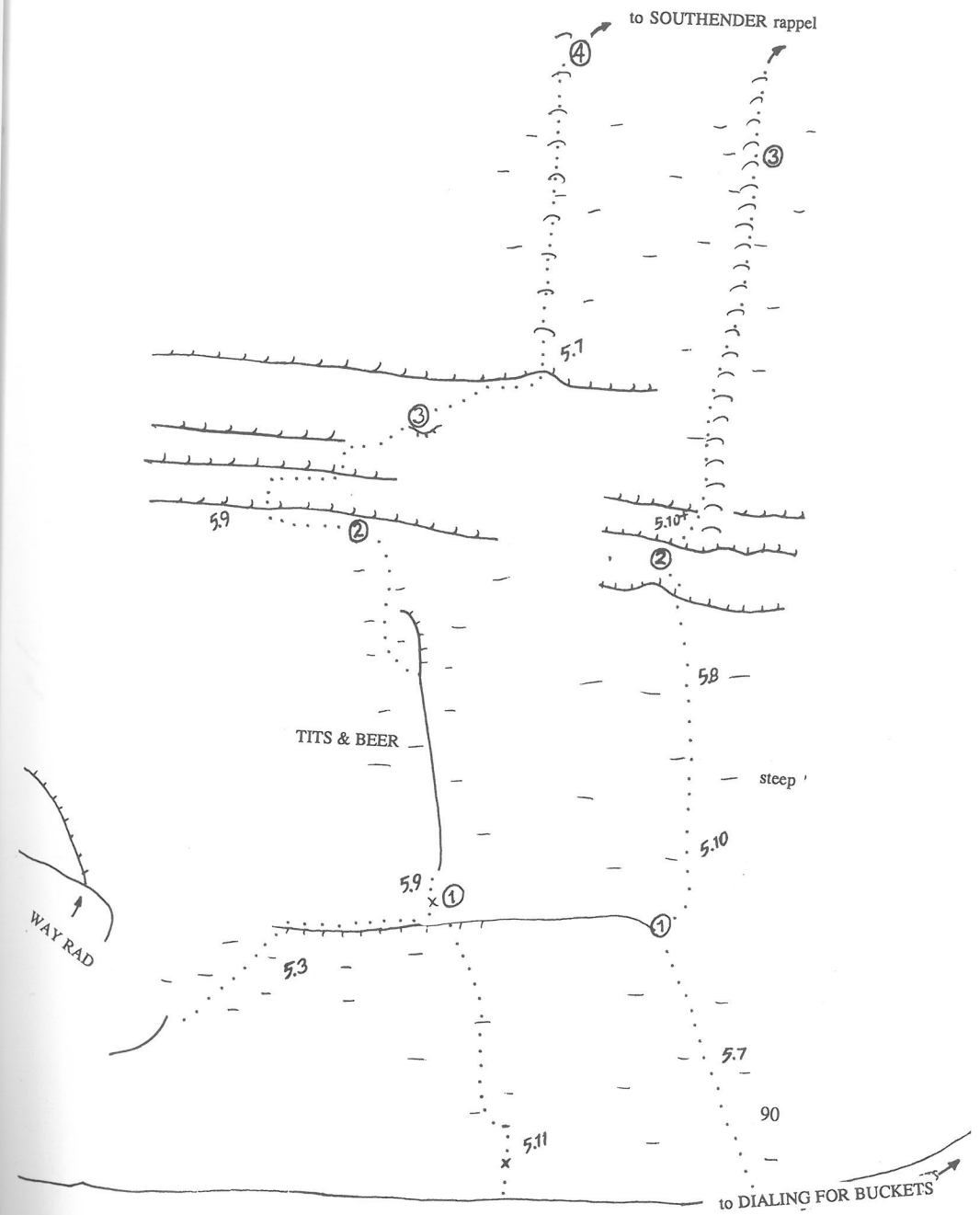
94. PAT EWING VARIATION 5.10
 On the second pitch continue straight up the water groove instead of traversing into the right hand water groove.

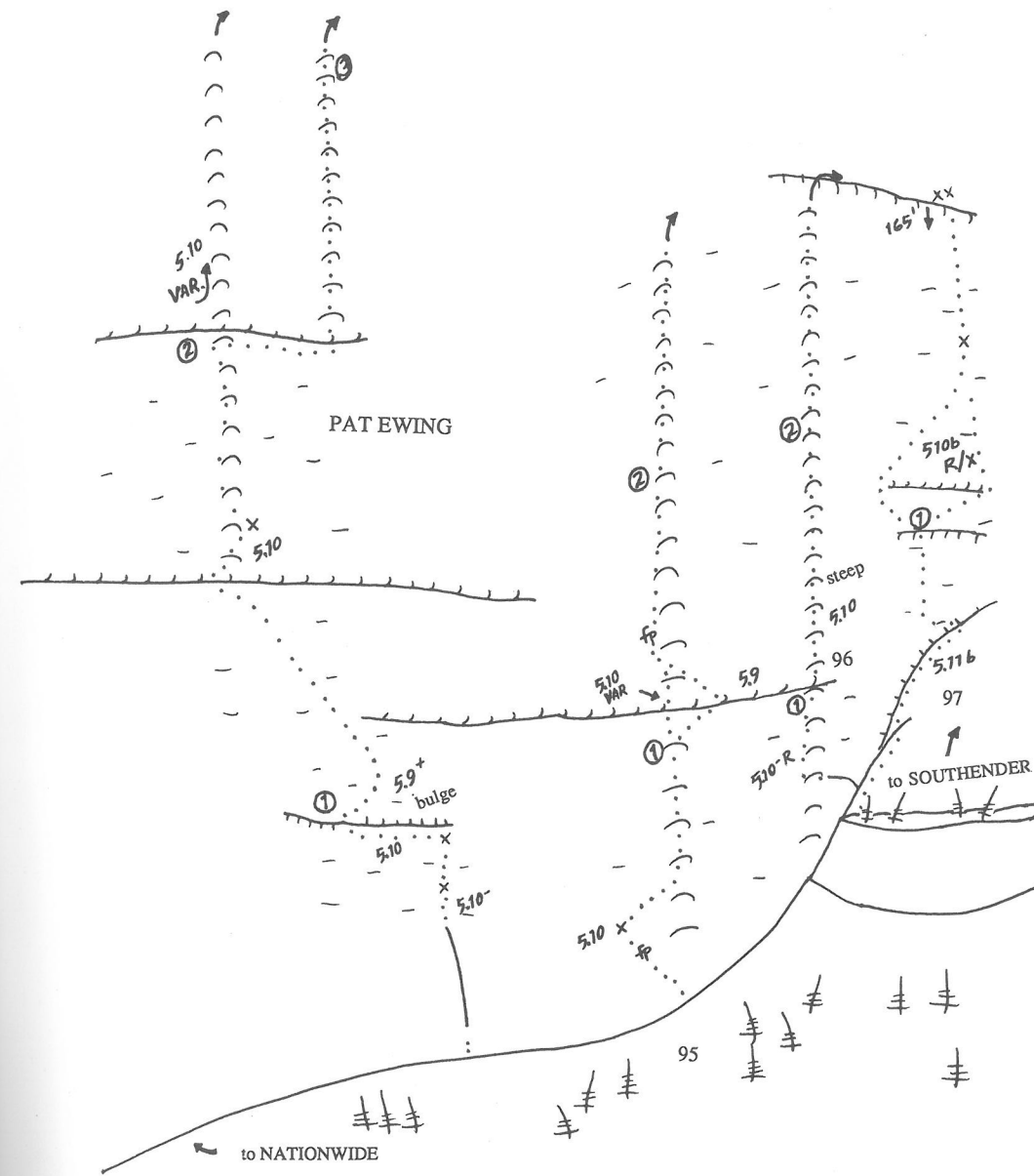
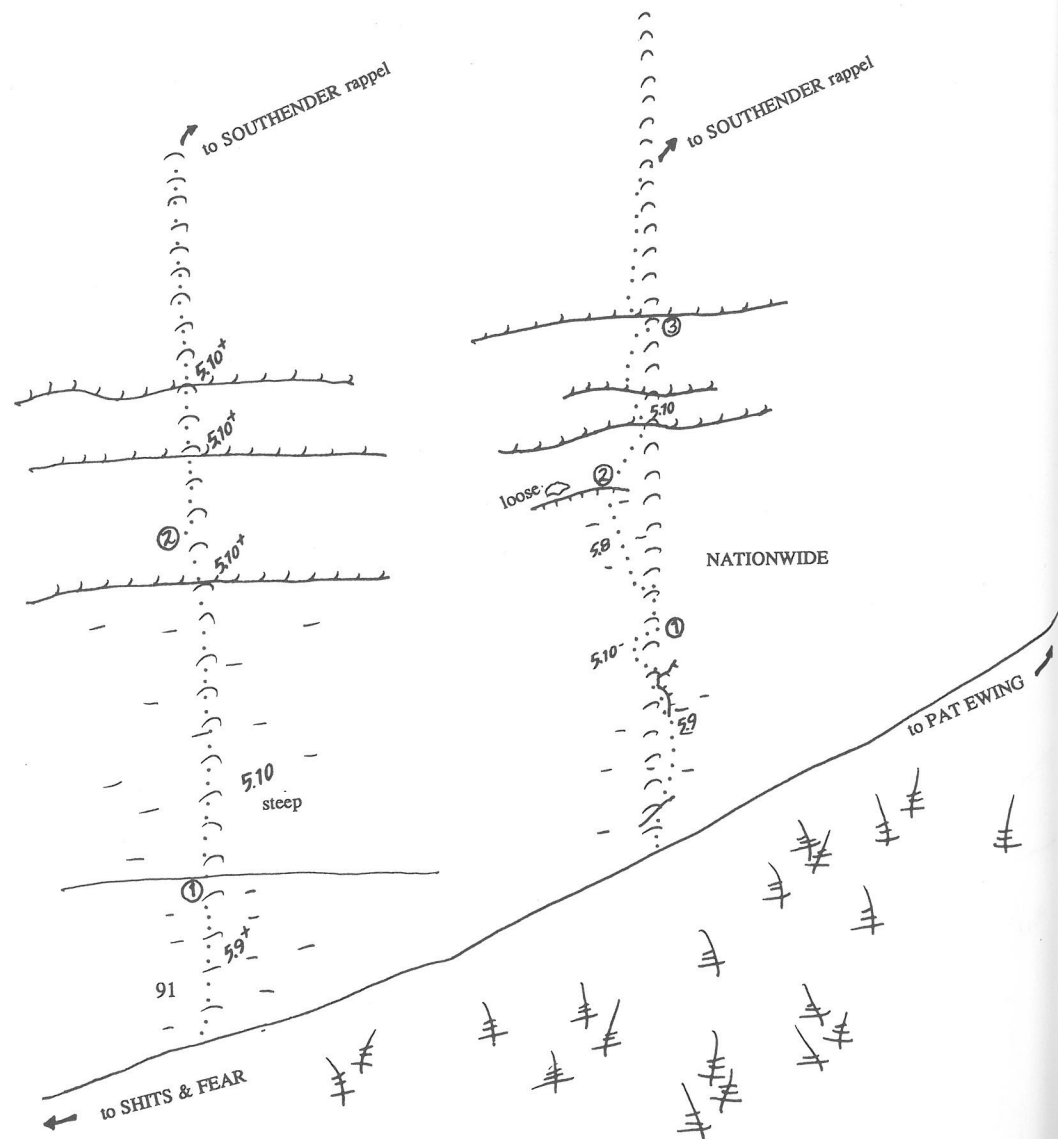
95. NICK DANGER 5.10 *

96. RUBY TUESDAY 5.10 R

97. MAD MAX 5.11b

98. IRREVERSIBLE COMMITMENTS 5.10
 P1. Climb the first pitch of SOUTHENDER. P2. Climb up toward the steep water groove on the left wall. Continue up and left of the groove past some loose blocks. Climb brows to a big ledge.





SOUTH FACE

The most popular area on Looking Glass is the South Face. It is here that the greatest concentration of moderate routes can be found, and is an excellent spot for climbers who lead 5.8-5.9. Most of the South Face climbs are well protected cracks and corners, all of which are highly recommended. The best approach is from the South Face parking area, follow the obvious trail to the base. To descend, take two ropes and rappel from the tree above GEMINI CRACKS to the Sentry Box. Try to avoid climbing GEMINI CRACKS on crowded days.

99. SOUTHENDER 5.8

This route has several variations. Most people rappel from the rhododendron with slings. This route is often wet.

100. DINKUS DOG 5.10 *

Climbs the zebra striped wall. Take extra TCUs.

101. PARACHUTE WOMAN 5.10d ***102. AQUAMAN 5.10 X**

Not on topo. This route is located on the south side between PARACHUTE WOMAN and CHAOS OUT OF CONTROL.

103. CHAOS OUT OF CONTROL 5.10d ***104. FAT DOG 5.7**

Climb the chimney and face. To descend, walk right to the rappel tree above GEMINI CRACKS.

105. DANGER DOG 5.12**106. UNFINISHED CONCERTO 5.9 ***

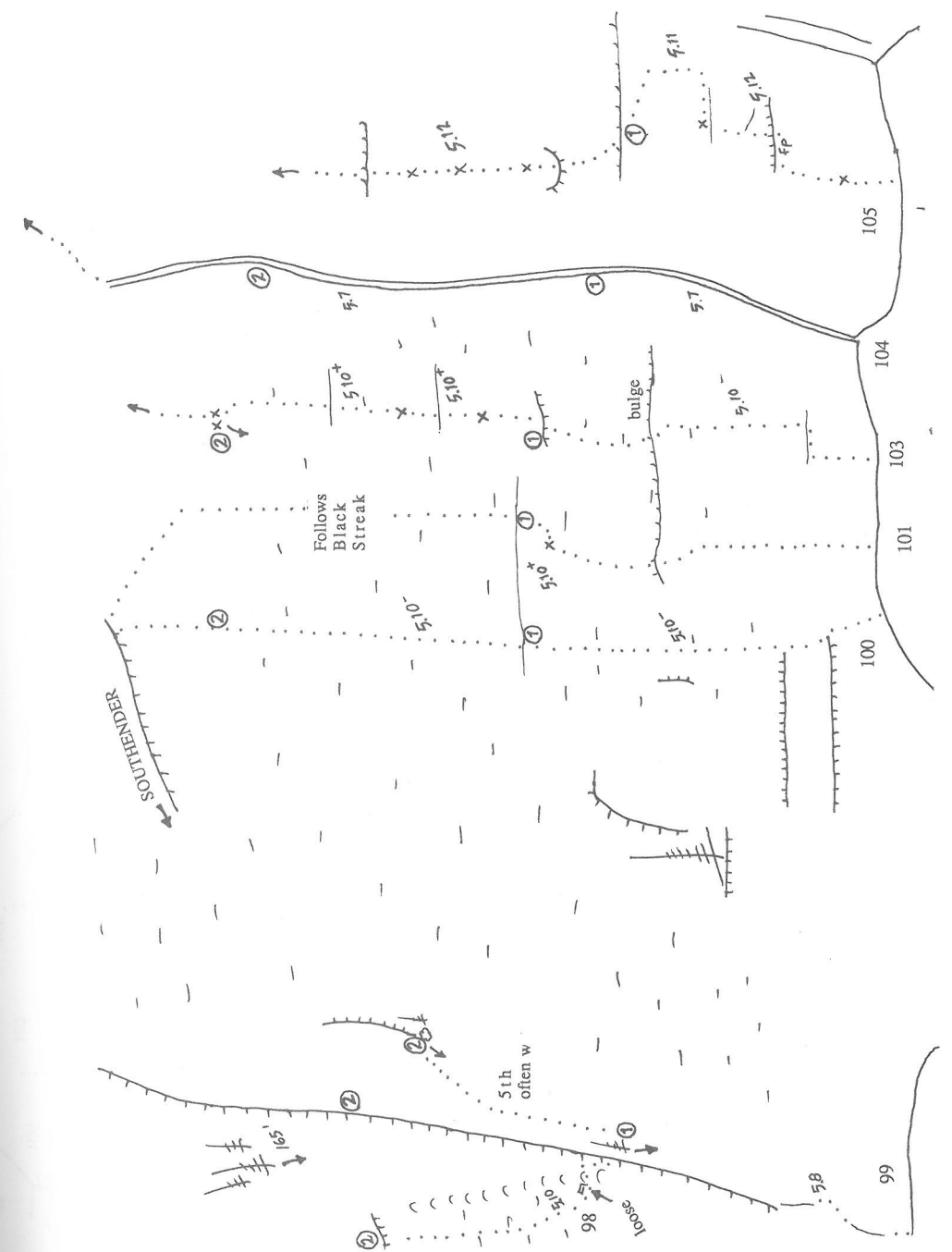
Most parties do only the first pitch.

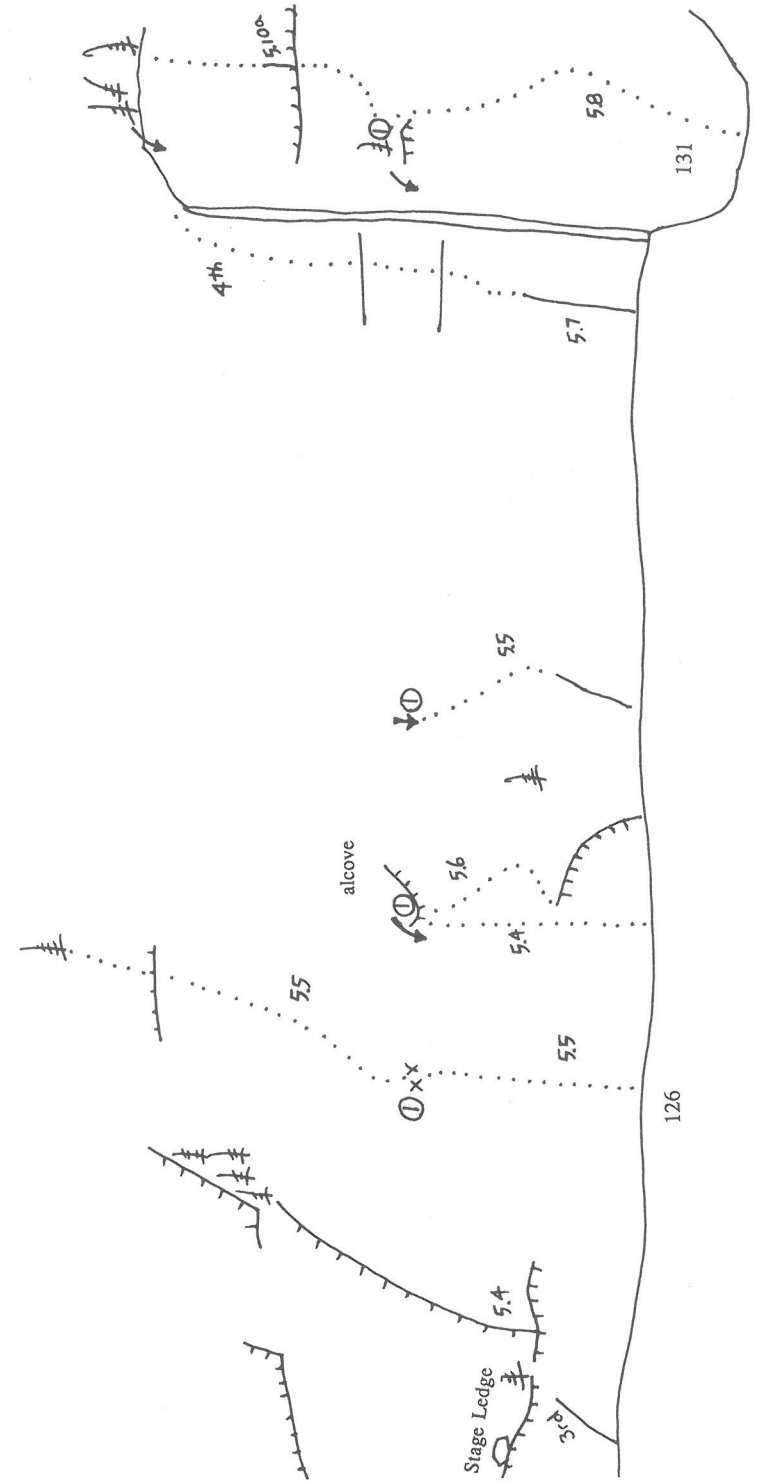
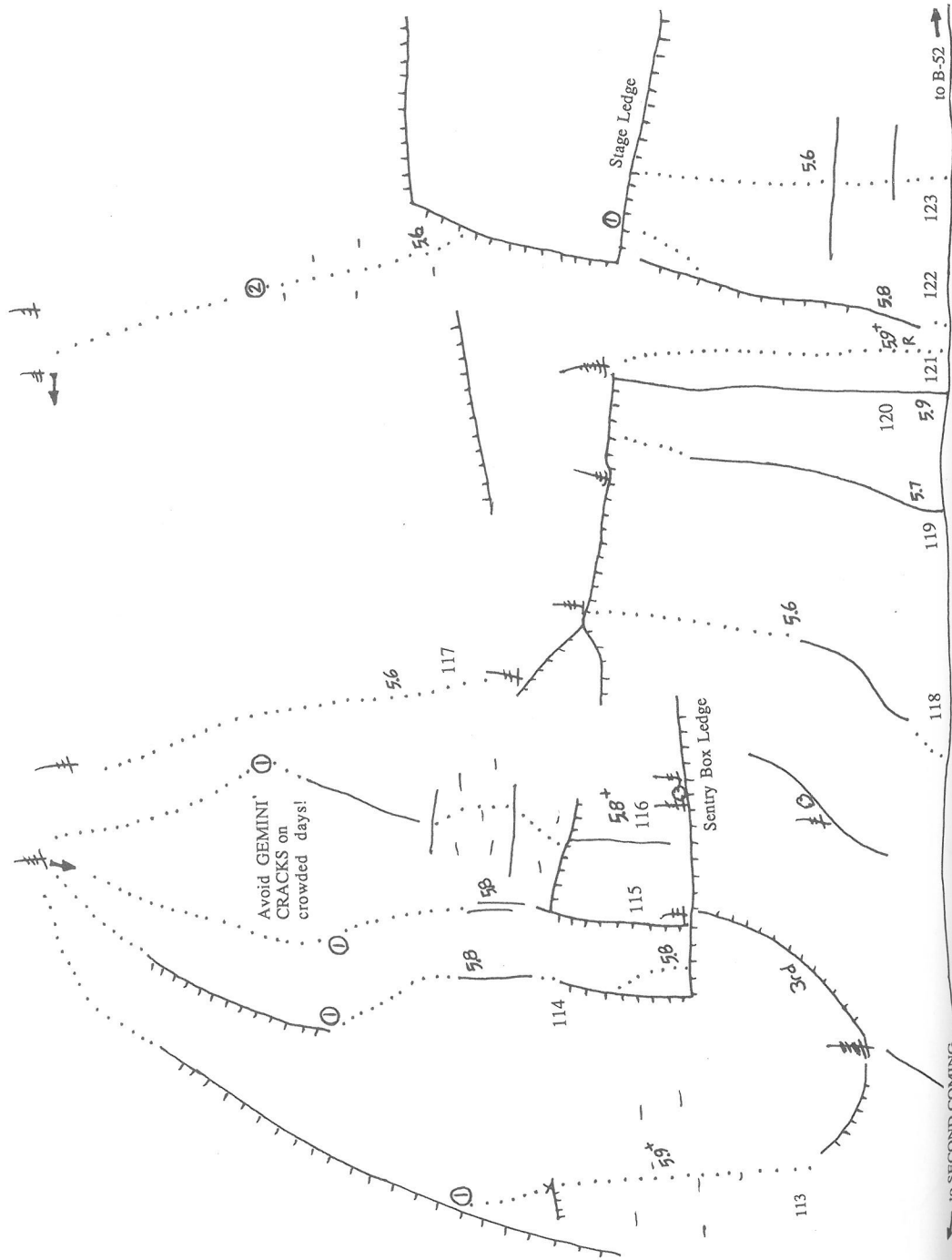
107. BEETHOVEN'S 5TH 5.11b

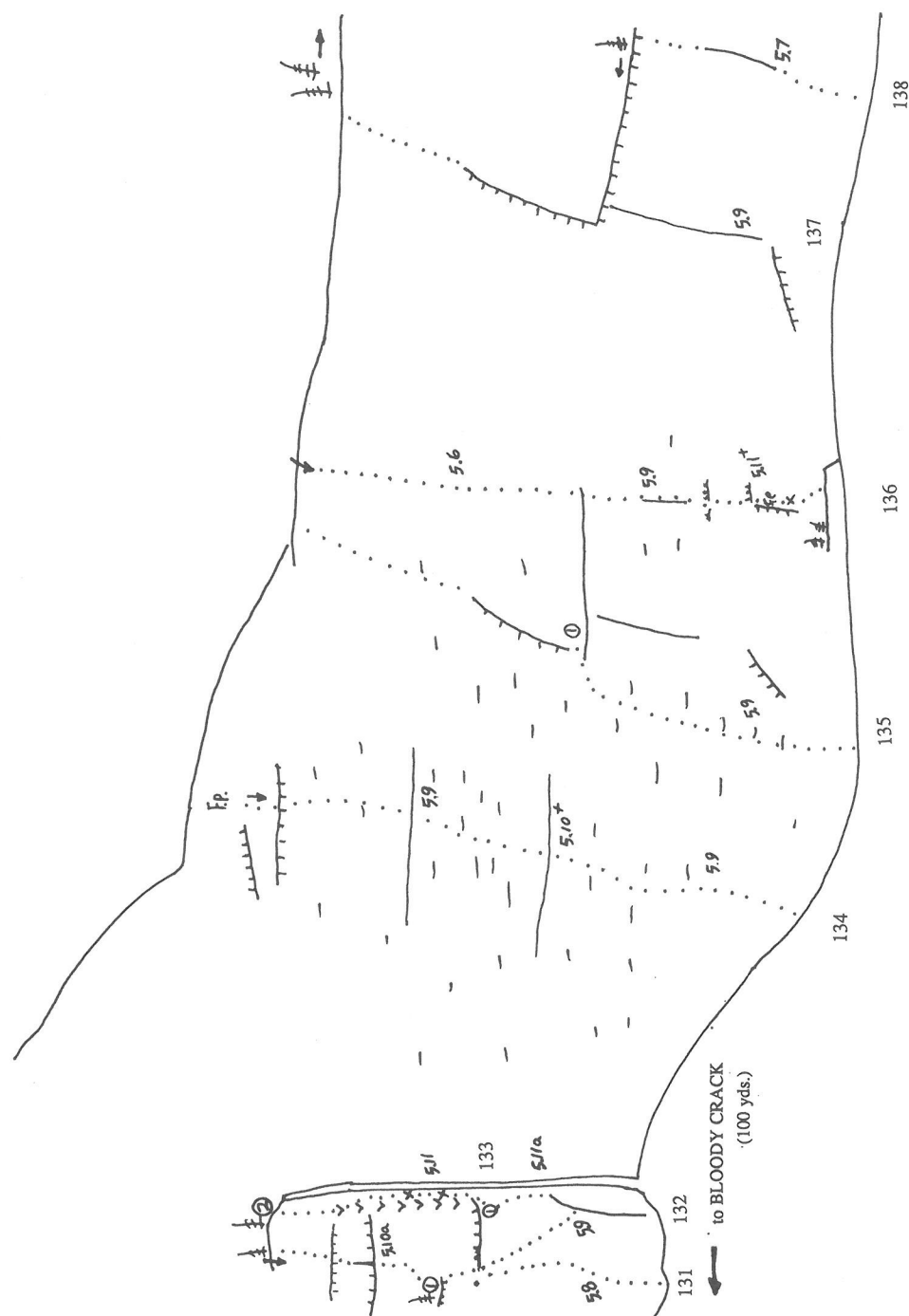
Start at a bolt 10' up and 30-40' right of UNFINISHED CONCERTO. Bring extra .5 sized Friends and TCU's.

108. CHILD PRODIGY 5.11c

Starts at a water streak 40' right of BEETHOVEN'S 5TH.

109. INTEGRATION BY PARTS 5.9 X**110. WINDWALKER 5.9****111. RAT'S ASS 5.8 *****112. SECOND COMING 5.7 *****113. CATCH ME NOW I'M FALLING 5.9+****114. FIRST RETURN 5.8 ***





CEDAR ROCK

Cedar Rock is a large cliff which requires some effort to reach. The somewhat remote location in the highlands of the Pisgah National Forest guarantee fewer climbers than nearby Looking Glass. Climbers visited Cedar Rock as early as the late 1950s and early 1960s; however at that time the climbing was limited to low angle water grooves on the north face; the face which is easily seen from the south side of Looking Glass Rock. The north face has seen little activity in recent years due to the lack of steep climbing and the length of the approach. The discovery in 1987 of a reasonable approach to the excellent climbing on the hidden west face has renewed interest in Cedar Rock. Many excellent routes in the 5.9 to 5.12 range have been created.

LOCATION

See the map on page 214.

APPROACH

See the map on page 268.

DESCENT

Many routes have double bolt rappel anchors or have large trees suitable for rappels. The hike off of the top is also straight forward. For routes from TWO IN AGREEMENT and left, walk left then down a short low angle slab to the bottom. For all other routes walk off to the right through the woods.

CAMPING

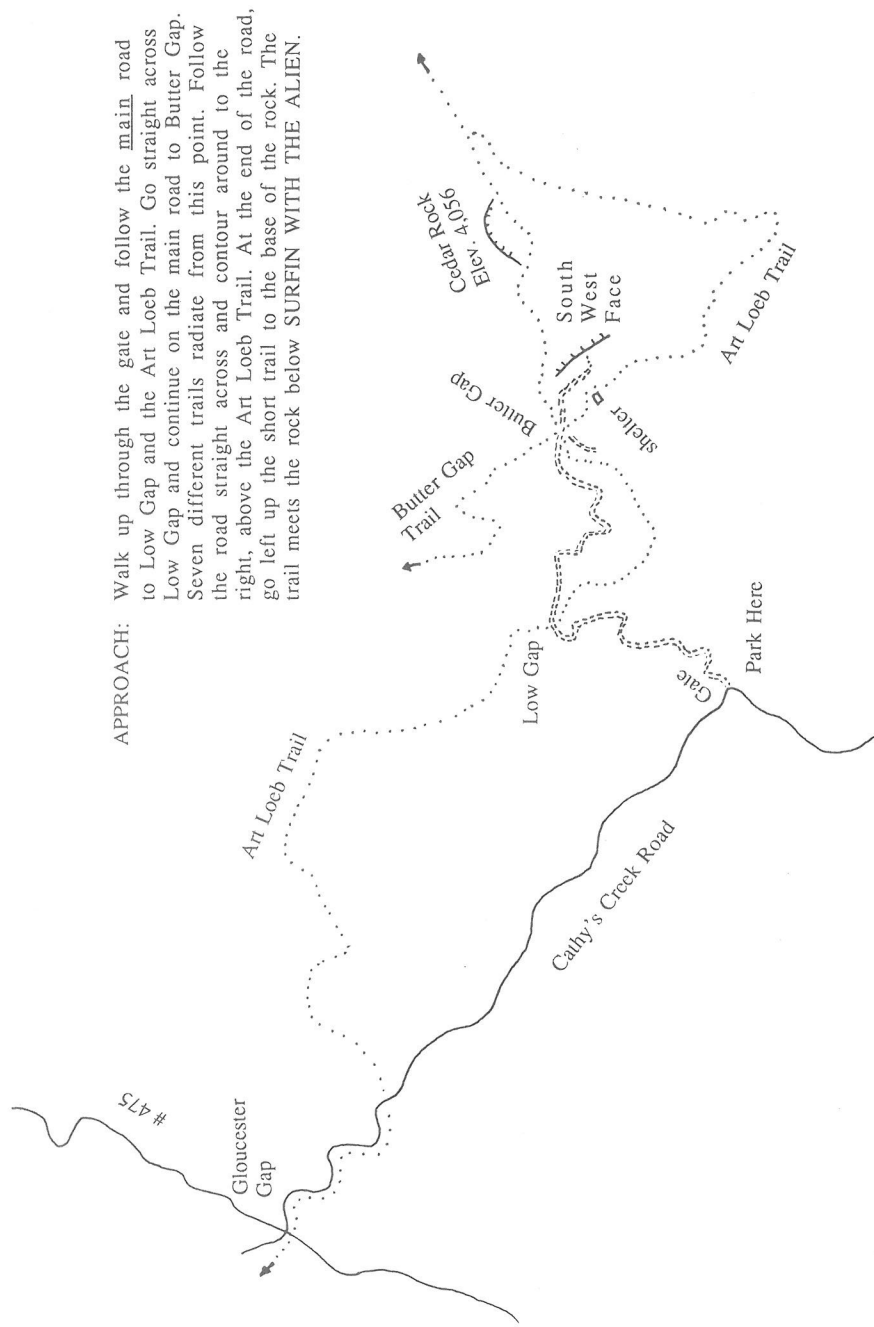
The Butter Gap shelter is conveniently located only a few hundred yards from the rock. Camping is permissible anywhere in the National Forest as long as you are out of sight of the road.

WEATHER

The mountains near Rosman and Brevard have the highest rainfall amounts in North Carolina. Even in drought years it rains almost every day. Climbers visiting Cedar Rock should plan on early starts before the afternoon rains start. These storms are visible as they approach from the southwest. Fall and early winter weather tends to be more stable.

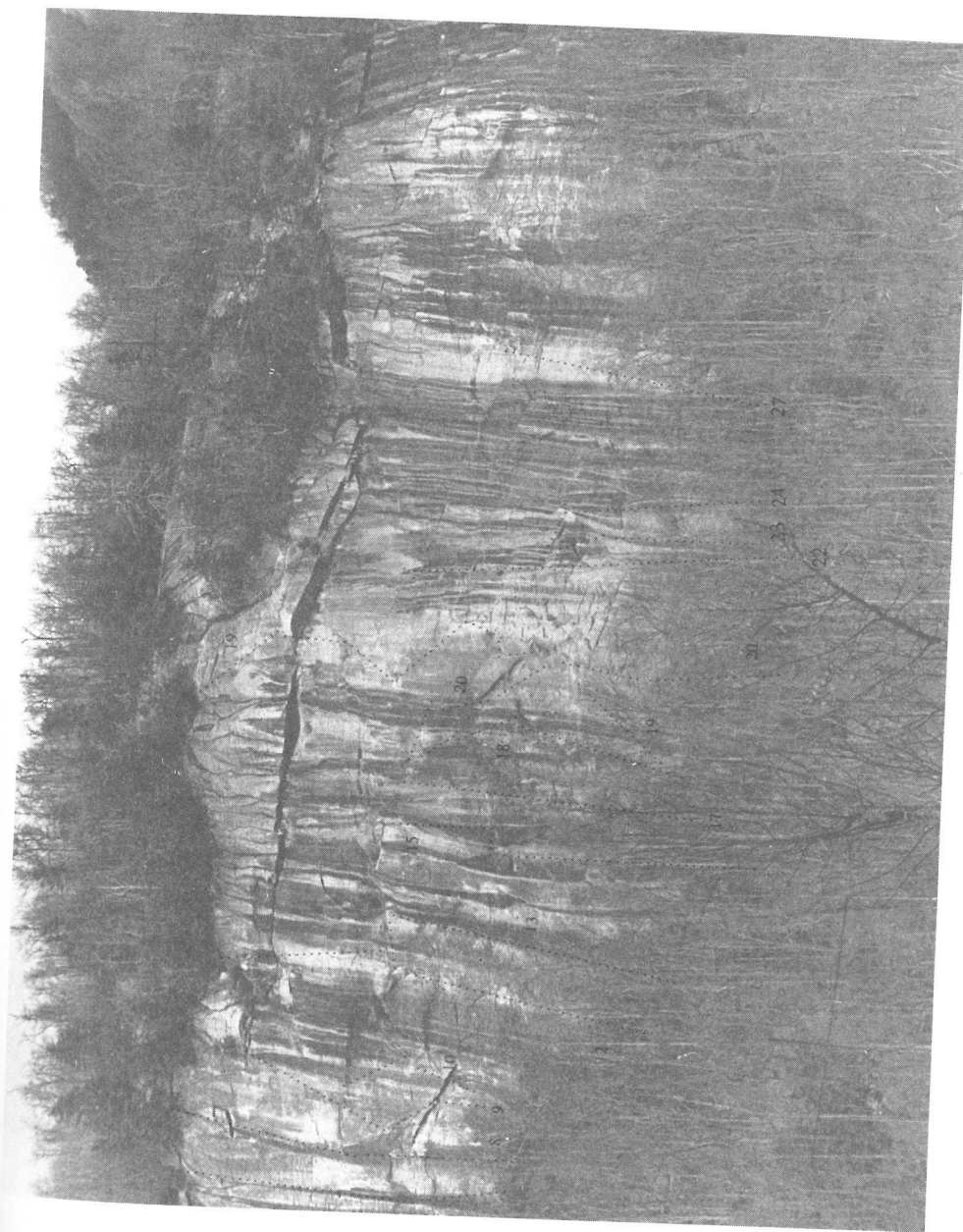
EMERGENCY AND RESCUE SERVICES

Call 911 in case of an emergency. Transylvania County Hospital, just north of Brevard on Highway 64 is the closest medical facility. The phone is: (704) 884-9111.



APPROACH: Walk up through the gate and follow the main road to Low Gap and the Art Loeb Trail. Go straight across Low Gap and continue on the main road to Butter Gap. Seven different trails radiate from this point. Follow the road straight across and contour around to the right, above the Art Loeb Trail. At the end of the road, go left up the short trail to the base of the rock. The trail meets the rock below SURFIN WITH THE ALIEN.

Reference: USGS Topo SHINING ROCK 1:24,000



1. PRANCING IN PAIN 5.10

Not shown

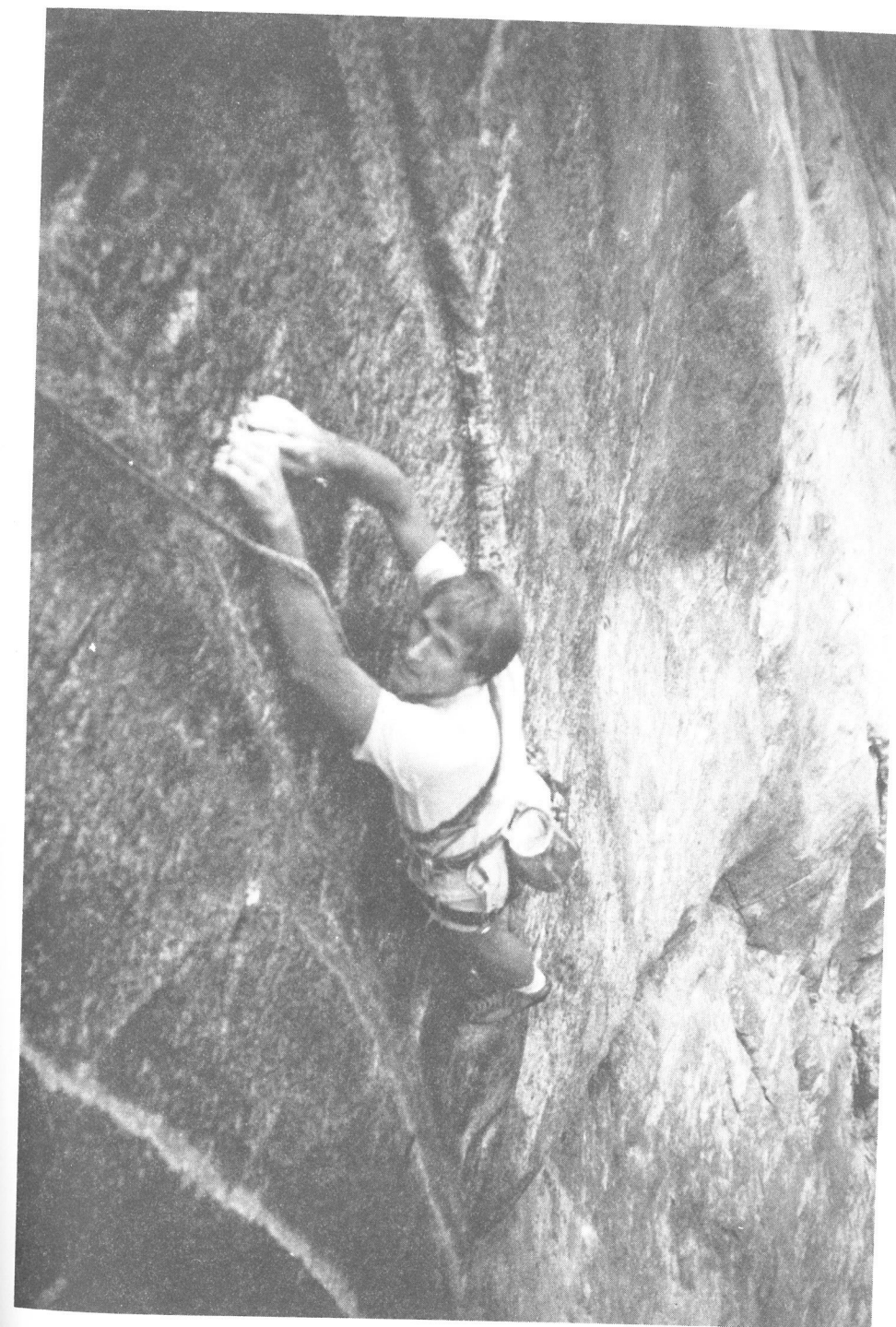
2. **GHOULS JUST WANNA HAVE FUN 5.11d ***
3. **HAPPY CAMPER 5.11b/c**
4. **WILD BERRY PICKIN' 5.11d ***
5. **CAJUN STYLE 5.12a ***
6. **I WANNA BE SEDATED 5.11d ***
7. **DECEPTION IN THE TRUE VINE 5.11a**
8. **CAUGHT UP IN THE AIR 5.10c ***
9. **RAWHIDE ARCH 5.10d**
10. **WYOMING DICK 5.10a**
11. **BRAVE KNAVE ON THE STONE WAVE 5.11d**

12. TOADS-R-US 5.9+ *

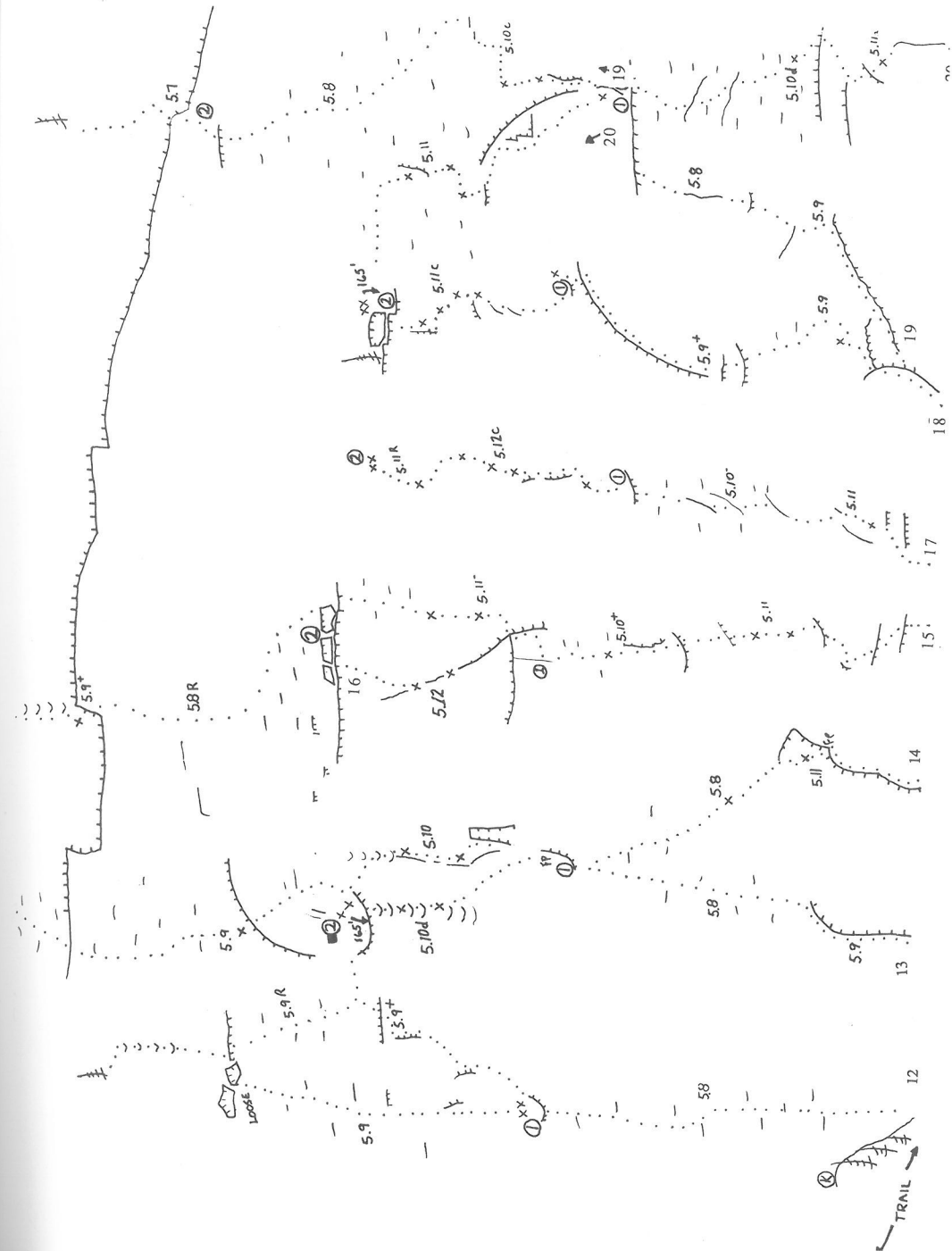
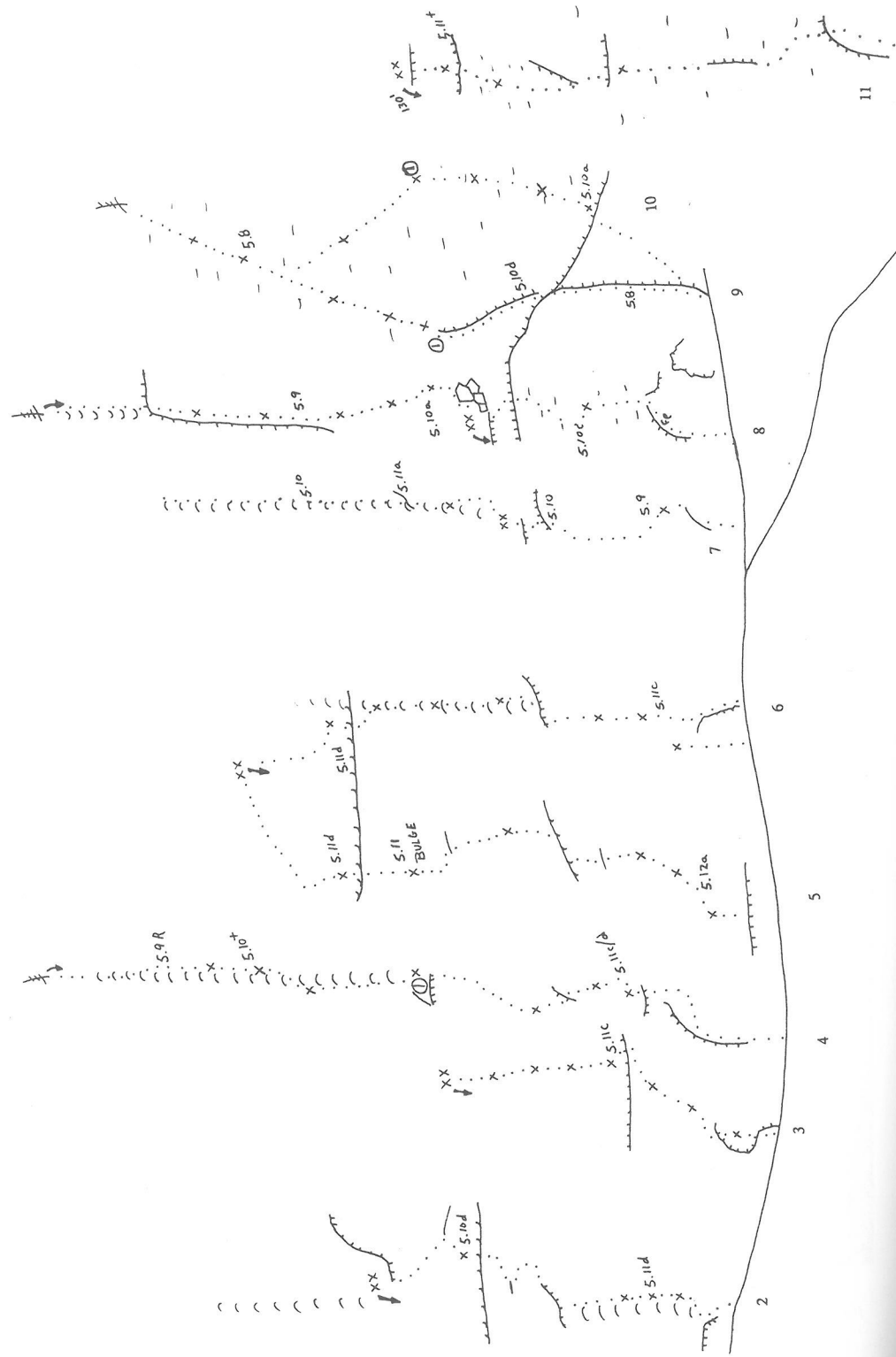
The best way is to rappel from the party bowl.

13. TADPOLE IN THE PARTY BOWL 5.10d**14. SIBLING REVELRY 5.11****15. NEW CREATURES 5.11 *****16. SQUEEZE POP 5.12****17. PASSION AND WARFARE 5.12c *****18. STOCKINGS ON THE MANTLE 5.11c *****19. TWO IN AGREEMENT 5.10c**

P2. Climb up past 2 bolts. Traverse right to crux. A possible belay may exist up and right, otherwise continue up and left over low angle rock beneath a roof. Pitch is full rope length. Belay is weird to set up. P3. Climb through notch in overhang and up.



Perry Taylor on WILD GINGER ROOT, 5.11; Photo: Thomas Kelley



20. WILD GINGER ROOT 5.11 *

P1. Start on ledge just left of SURFIN' WITH THE ALIEN beneath a bolt 15' up. Share belay with TWO IN AGREEMENT, P2. Climb up the face to the left of the arch to the headwall. Climb past 3 bolts then traverse left to belay of STOCKINGS ON THE MANTLE.

21. FONDLING THE VOID 5.12b/c**22. SURFIN WITH THE ALIEN 5.12a * (5.9 R)****23. GLASS DANCER 5.11d****24. PETRIFIED CEDAR 5.11b *****25. DETAILS AT TEN 5.10 *****26. BIRTHDAY BASH 5.9-**

Not shown

27. CEDAR PIE 5.10c *

There are 2 starts. The left start is the obvious way. The right variation is slightly harder.

28. TEMPTATION 5.11d

Start just left of POLITICAL SMEAR beneath a bolt about 30' up.

29. POLITICAL SMEAR 5.12b

The start can be identified by the unusual round pocket a few feet off the ground. P1. Clip two bolts close to the ground and move up and left through the crux (thin smears) to unprotected horizontals. Continue to the ledge.

30. LE MENSTREL CRAMPS 5.11

Clip the old looking bolts and climb through the crux to the ledge.

31. MIRACLE WHIP 5.11a *

There are 2 possible finishes. For a 5.10+ finish, clip the 2nd bolt then move left to easier ground. The 5.11 finish goes up and right.

32. MIRACLE ALTERNATIVE 5.11**33. OH! MR. FRICTION 5.5**

A fun climb with 2 additional pitches of easy 5th class climbing to get to the top. A good way to set up a top rope on MIRACLE WHIP and MIRACLE ALTERNATIVE.

34. ADULTERY 5.7

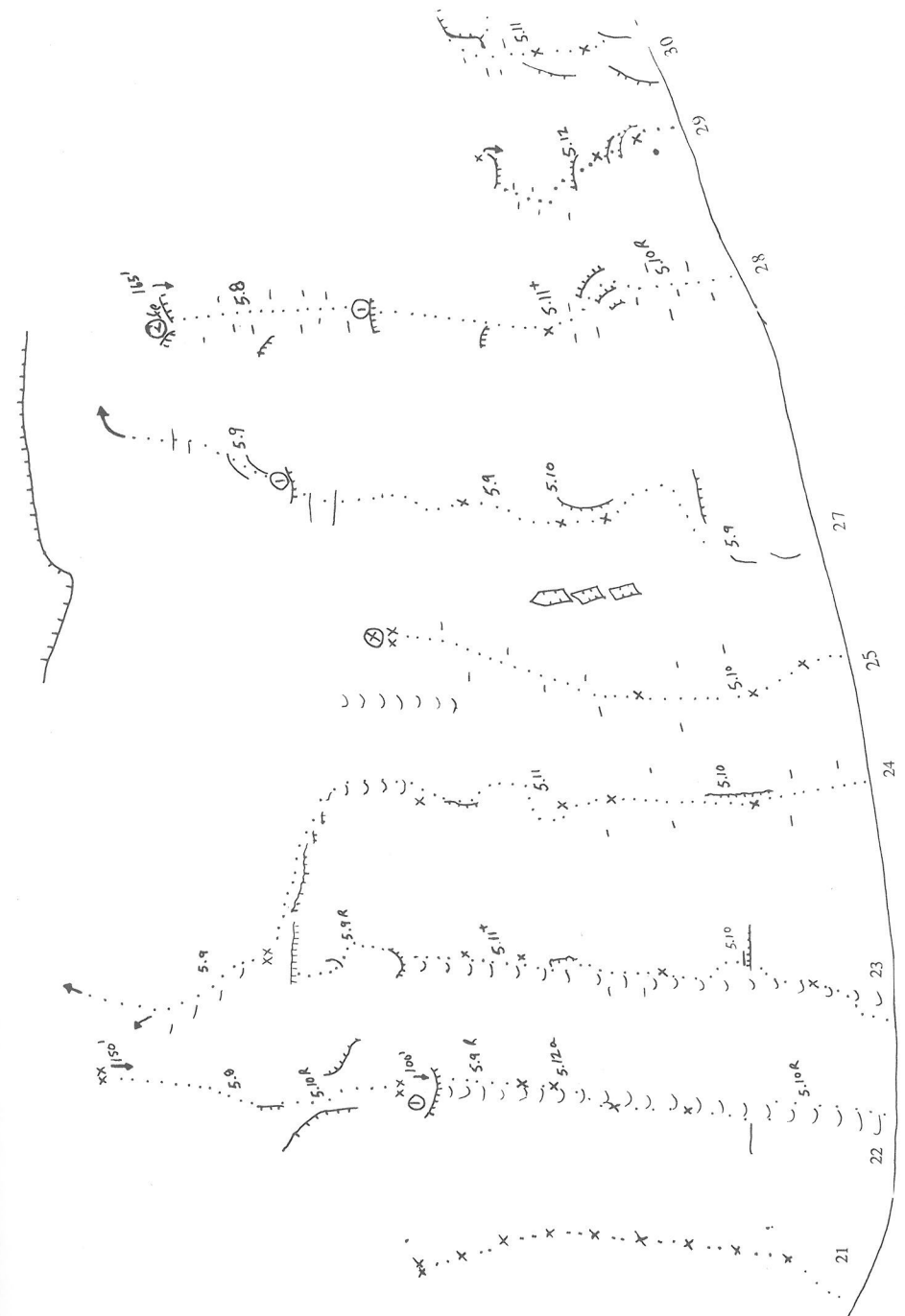
Not shown

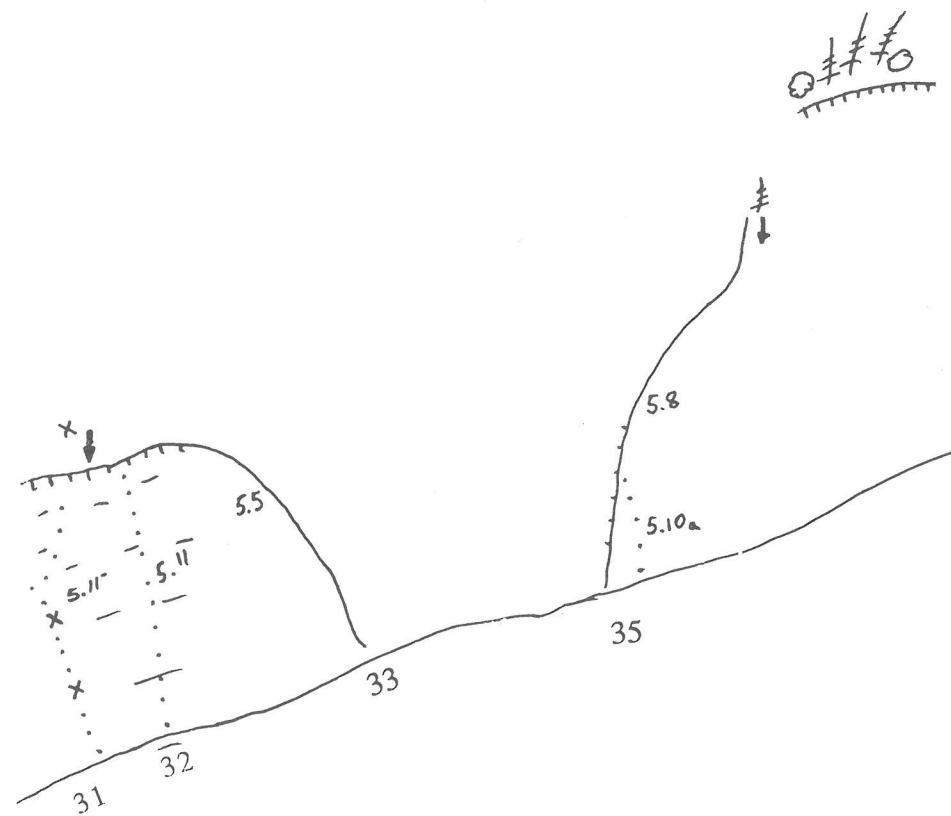
35. ORANGUTAN FLAKE 5.10a

Climb the flake or start on the right face.

36. OFF THE CUFF 5.8

Not shown





DEVIL'S COURTHOUSE

An over abundance of large holds and lack of obvious natural lines makes Devil's Courthouse an area of minor importance for serious climbers. However, this rock is immensely popular in the summer months, especially with novice climbers and summer camp climbing programs. The use of a helmet is advised even if you typically go without. Cool weather and easy access have made Devil's Courthouse a prime destination for anyone wishing to rappel or climb easy routes in mid-summer.

ACCESS ISSUES

The Park Service is studying climbing at the rock to see if certain rare plants might be endangered by climbing activity. Be very careful with all vegetation. Summer camp personnel and leaders of other large groups might consider using some other area for climbing and rappelling practice.

LOCATION

The rock is located immediately adjacent to the Blue Ridge Parkway, approximately seven miles south of its intersection with U.S. 276. The rock is on the left when driving south. There is a large parking area.

APPROACH

Access is extremely easy. Simply follow the paved trail toward the top. As the trail nears the top, a rough but obvious trail leads off and to the right; follow the trail to the base of the cliff.

DESCENT

Follow the mostly paved trail to the parking area.

CAMPING

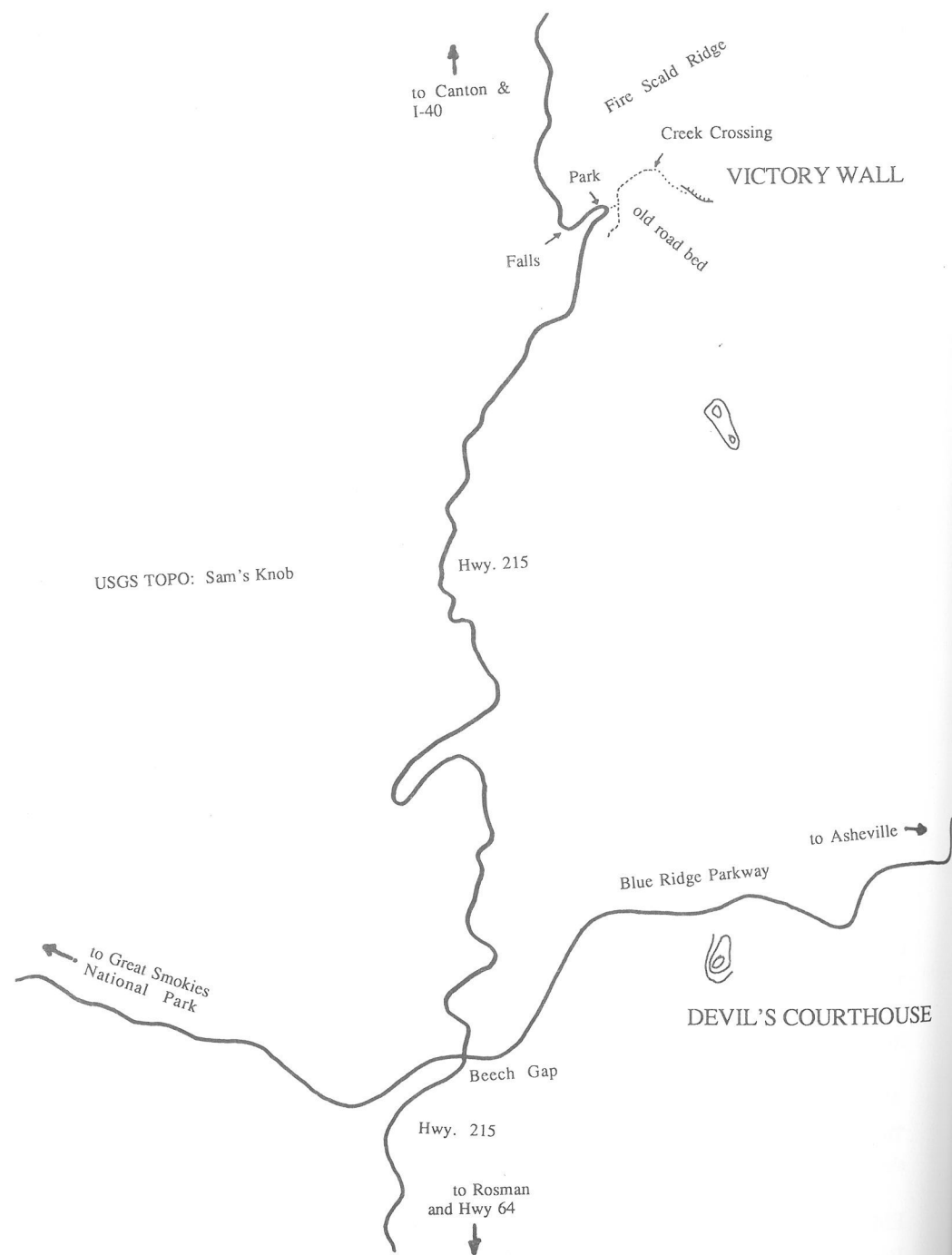
There is camping along the parkway approximately 3 miles north of the intersection of US 276 (Mt. Pisgah), and in the area around Looking Glass Rock (see Looking Glass Rock: CAMPING, page 213).

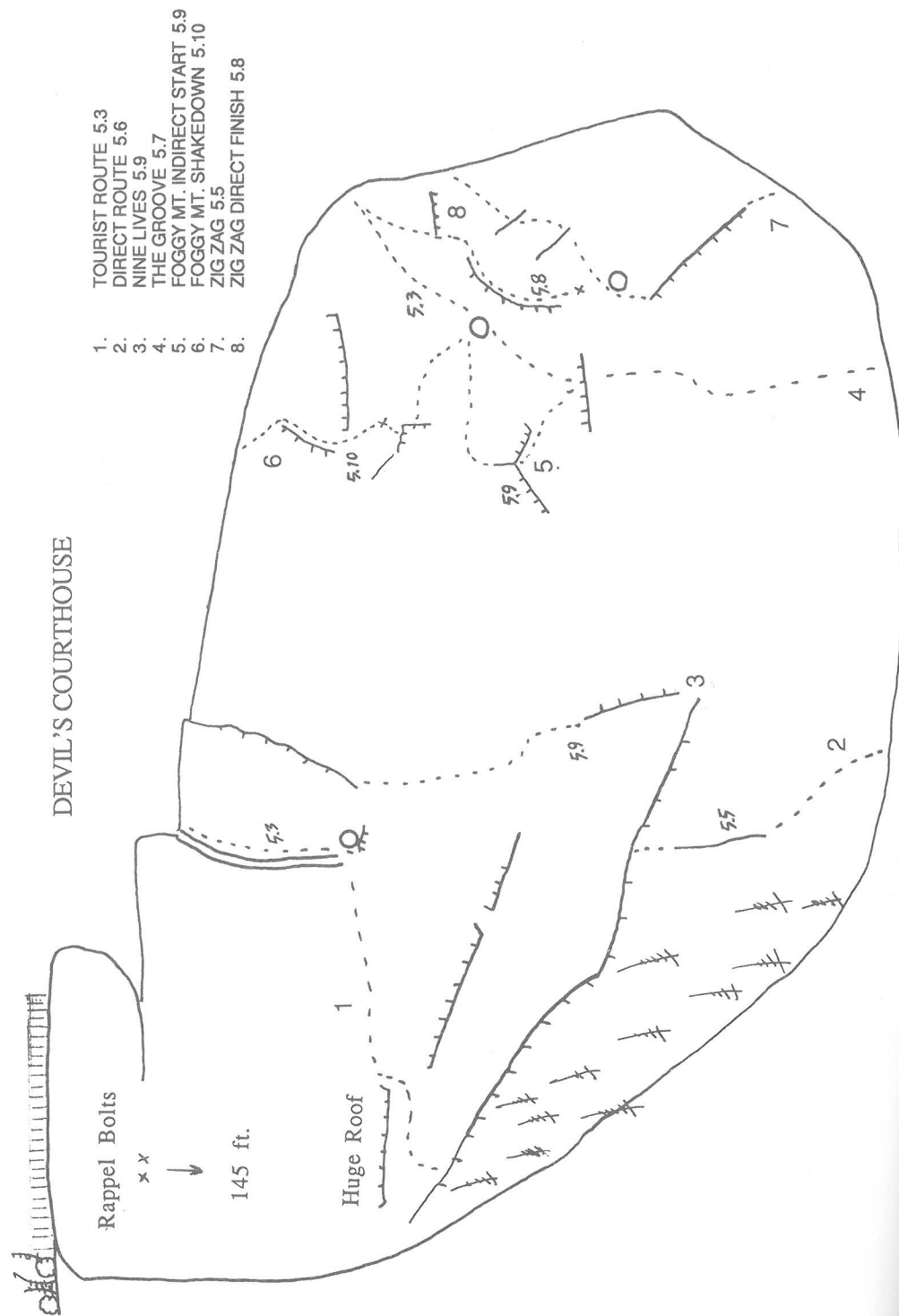
WEATHER

The weather is generally cool and pleasant in the summer months, although afternoon showers are common. Winter weather can be extremely cold and windy.

EMERGENCY AND RESCUE SERVICES

Haywood County 911.





VICTORY WALL

This small crag is tucked away in an isolated cove and as a result is not frequently visited. The rock is a good alternative to Looking Glass and sports some worthwhile routes.

LOCATION

Approach either via the Blue Ridge Parkway at Beech Gap or from 1-40 at Canton. From the Parkway take Highway 215 toward Canton. After approximately 3 miles park in the sharp left hand curve just before the stone bridge, at the waterfall. If you are coming from Canton (I-40) take Hwy. 215 south toward the Parkway. Drive 100 yds past the stone bridge with the waterfall on the right. Park on the left. See the map for Devil's Courthouse.

APPROACH

Hike up the steep trail in the bank to gain access to an old road. Follow the road to the left for about .5 miles until you reach a small stream known as Sam's Branch. Cross the creek, then hike up the stream bank to the base of the rock. The trail is steep and sometimes disappears. See the map for Devil's Courthouse. USGS topographical map Sam's Knob (1:24,000). Look for Firescald Ridge and Sam's Branch.

DESCENT

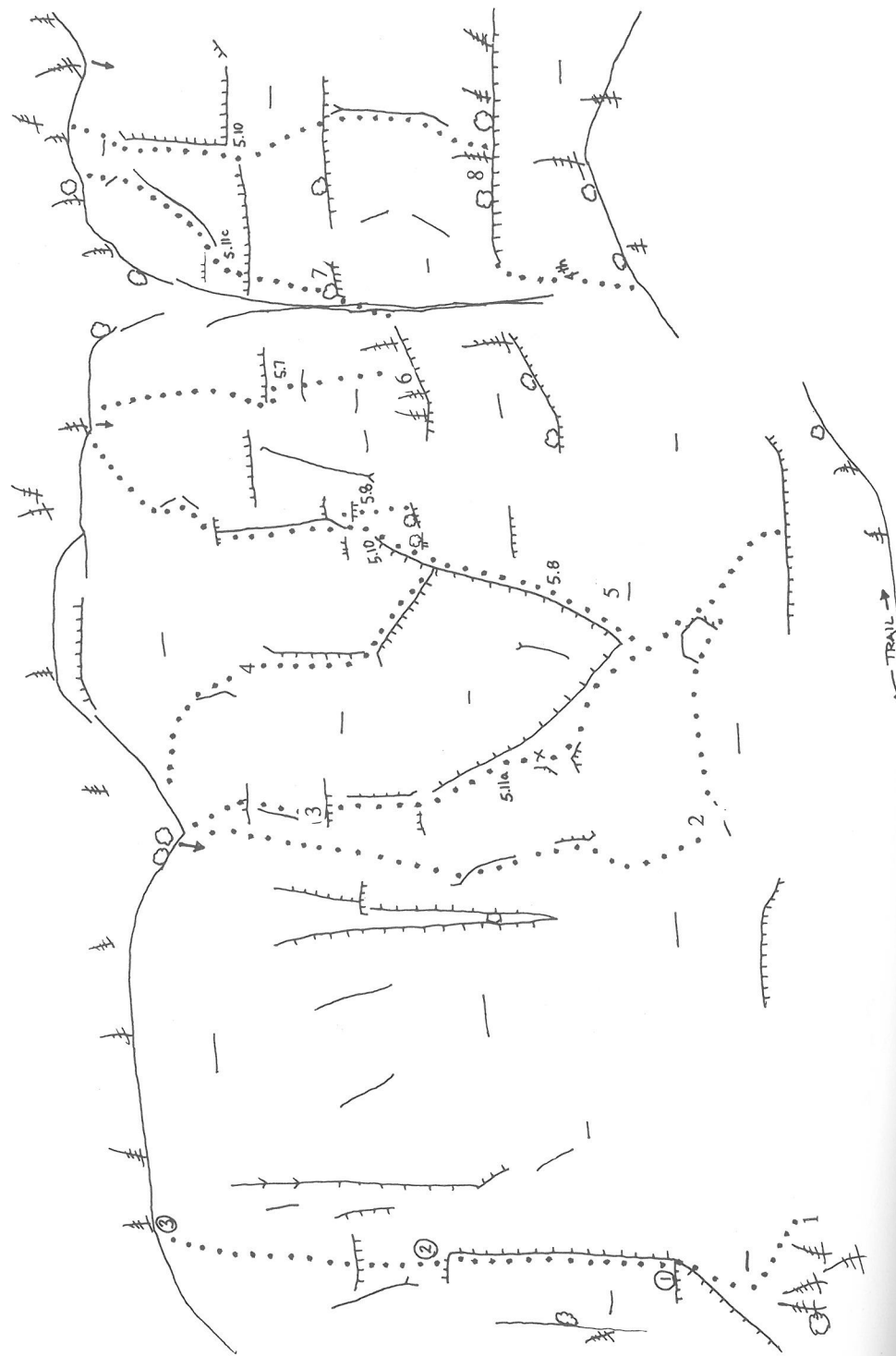
Due to the dense vegetation on the summit, it's best to rappel each route. Slings have been left at the top of most climbs.

EMERGENCY AND RESCUE SERVICES

Haywood County 911.

WEATHER

The rock is south facing which makes it a feasible place to climb in cold weather, but remember that it is located at around 4,800' in elevation. In the summer months the vegetation is thick and the face can get as hot as the south face of Looking Glass. Storms tend to move in very quickly.



1. THE FABULOUS THUNDERBIRD 5.7

The drawing is not to scale. The route starts several hundred feet left of INSUFFICIENT FIREPOWER.

2. BATTLE OF THE BULGE 5.11a

3. INSUFFICIENT FIREPOWER 5.11a *

4. RAMPAGE 5.8

5. WELCOME TO THE WAR 5.8

Climb the right side of the "V". A 5.10 R variation can be done at the Rhododendron ledge. The 5.8 version moves to the right side of the ledge then up the finger crack. The 5.10 R variation follows the crack the whole way.

6. WAR PIG 5.7

A good deal of scrambling is required to reach the base of this route. Be extremely careful. The ground is so steep that simply standing at the base of the route can be potentially hazardous. From the high tree ledge climb the face to the overhang. Move left 10-15' and pull the overhang on flaky holds.

7. BROTHERS IN ARMS 5.11c

Start on the same ledge as WAR PIG. Climb the dirty gully at the right end of the ledge. Climb the arete and face to the overhang. Step right under the roof and climb the difficult crack and face to the base of the diagonal crack that runs into SEMI-WARRIOR. Protection is difficult to place due to the overhanging nature of the route.

8. SEMI-WARRIOR 5.10b

SMALL WONDERS WALL

This wall is not at Victory Wall, but is so close that it has been included in this section.

LOCATION

Drive .25 - .5 miles north, toward Canton, from the hairpin turn described for Victory Wall. A small crag can be seen across the stream and on the side of the hill. SMALL WONDERS 5.10d, is located on the north facing wall. This wall is hard to see from the road. Climb the left-facing corner on the left side of the face.

BIG GREEN MOUNTAIN

This cliff lies in the beautiful Panthertown Valley, an important wild area now owned by the Forest Service, but once endangered by the possibility of development. It was once owned by the Liberty Mutual Insurance Co. until it was bought by Duke Power. Duke made the purchase to run a transmission line between its major piedmont service area and the Nantahala power plant. The power line is ugly, but Duke Power to its credit sold the remaining property at bargain prices to the people of the United States.

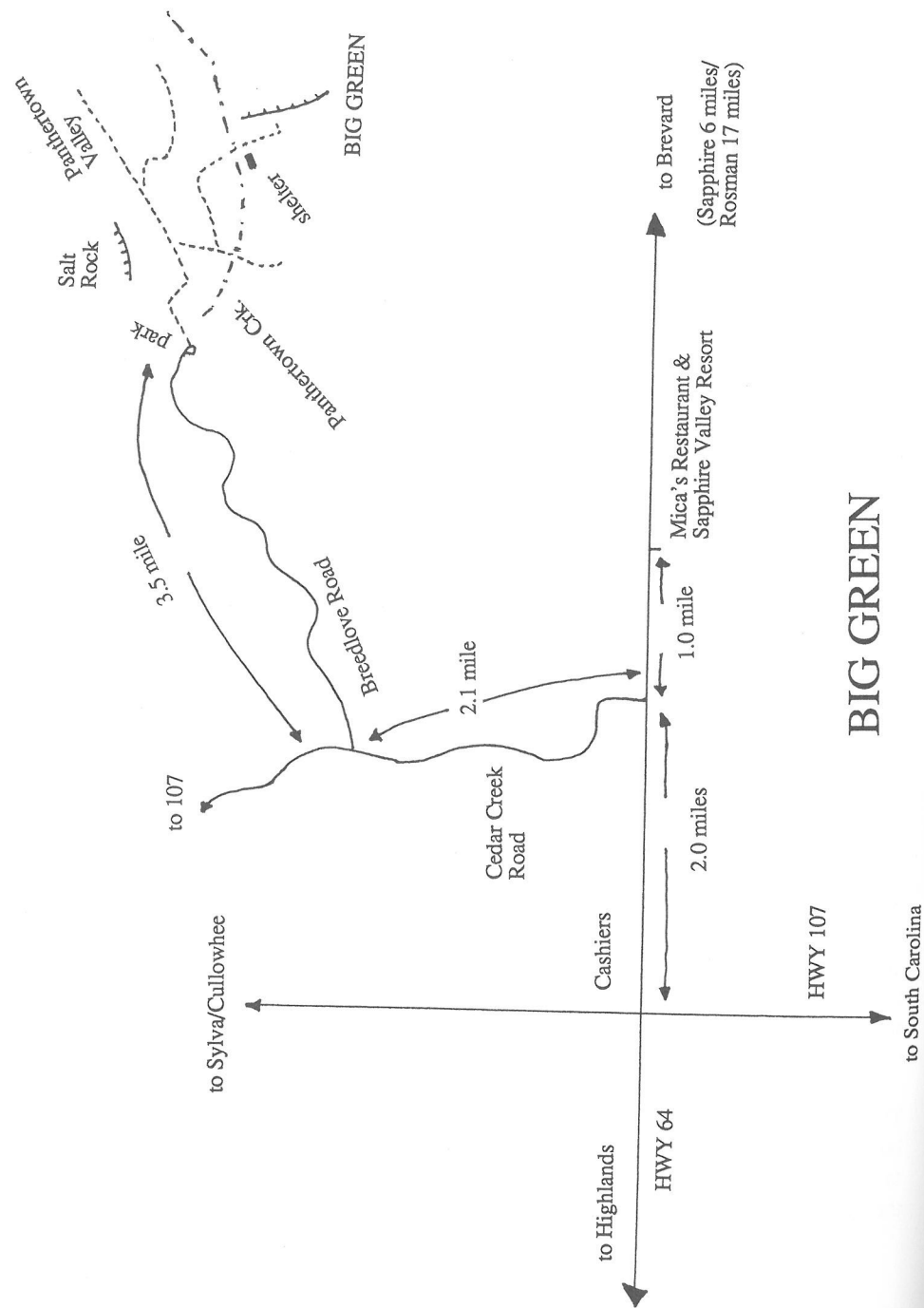
Big Green is overbolted in one sense, but many of the routes are still frightening with long runouts being common. This is not an area for those uninitiated to long runoffs. The runouts at Green Mountain are far more serious than the ORIGINAL ROUTE on Whiteside Mountain or most routes at Stone Mountain. An "R" or "X" protection rating here should make one think twice about doing the route. Don't be fooled into thinking that Big Green 5.9 routes are trivial. At Big Green they could get you seriously hurt or killed.

Local climbers have agreed to a self-imposed moratorium on new bolting at Big Green, in part because of the grid-like appearance of bolt lines already on the cliff. Visitors should leave their drills at home.

A recent problem is that of retro-bolting. Big Green was left out of the second edition of this guide in hopes that the area could be spared from this type of abuse. However, it has become apparent that this was not the solution. Retro-bolting without the permission of the first ascent party is not an acceptable practice in North Carolina as well as most places in the United States. Please do not add bolts to routes on Big Green or any other rock in the State.

The essence of Big Green climbing is boldness. The first ascent parties made decisions that they expect subsequent parties to honor. An example of a bold early route is BY JIMMINY. This is one of the original lines on Big Green. Although the original line differs somewhat from the route as it exists today, it stands as a testament to the skill of the first ascent party. I went up the route thinking it hadn't been done and added bolts to the second and third pitches. We didn't know what to think when we found the old bolt high on the third pitch. We offered to pull the new bolts, but the first ascent party agreed to leave them in place. On the first ascent Monty Reagan led the third pitch, but couldn't stop to drill. Looking at a 100' death fall he was able to wedge his figure 8 into the lips of the water groove where it narrowed. He used this to hang on while he drilled the bolt.

This is an example of a climb in which the history was not known and the existence of a bolt could not be seen from below. In addition to their eyes, climbers now have a guide to help determine if a route has been done. Please don't retro-bolt! If you can't climb the route in the same manner as the first ascent party, downclimb and try something else.



LOCATION

See the map on page 286.

APPROACH

See the map on page 286.

DESCENTS

Rappel most routes. A few climbs that don't have rappel stations require the climber to traverse to a route that does. A handful of routes on the far right side of the cliff require a walkoff.

CAMPING

Camping is available at the shelter near the base of the cliff if it is not being used by campers from Camp Merrie Woods.

WEATHER

The cliff is west facing. The season can be year-round depending on the temperature. The area receives more than its share of summer rain.

EMERGENCY AND RESCUE SERVICES

Rescue services are available from the Jackson County Rescue Squad: (704) 586-2459. The Angel Community Hospital is located in Franklin: (704) 524-8411.

1. DANGER OF EXTINCTION 5.9 R

Only one pitch as of this writing.

2. JOKE THE CHICKEN 5.9+

Bring an extra 3.5 and 4 Friend as well as a 2.5 or 3 tricam.

3. PARALLELING 5.10 *

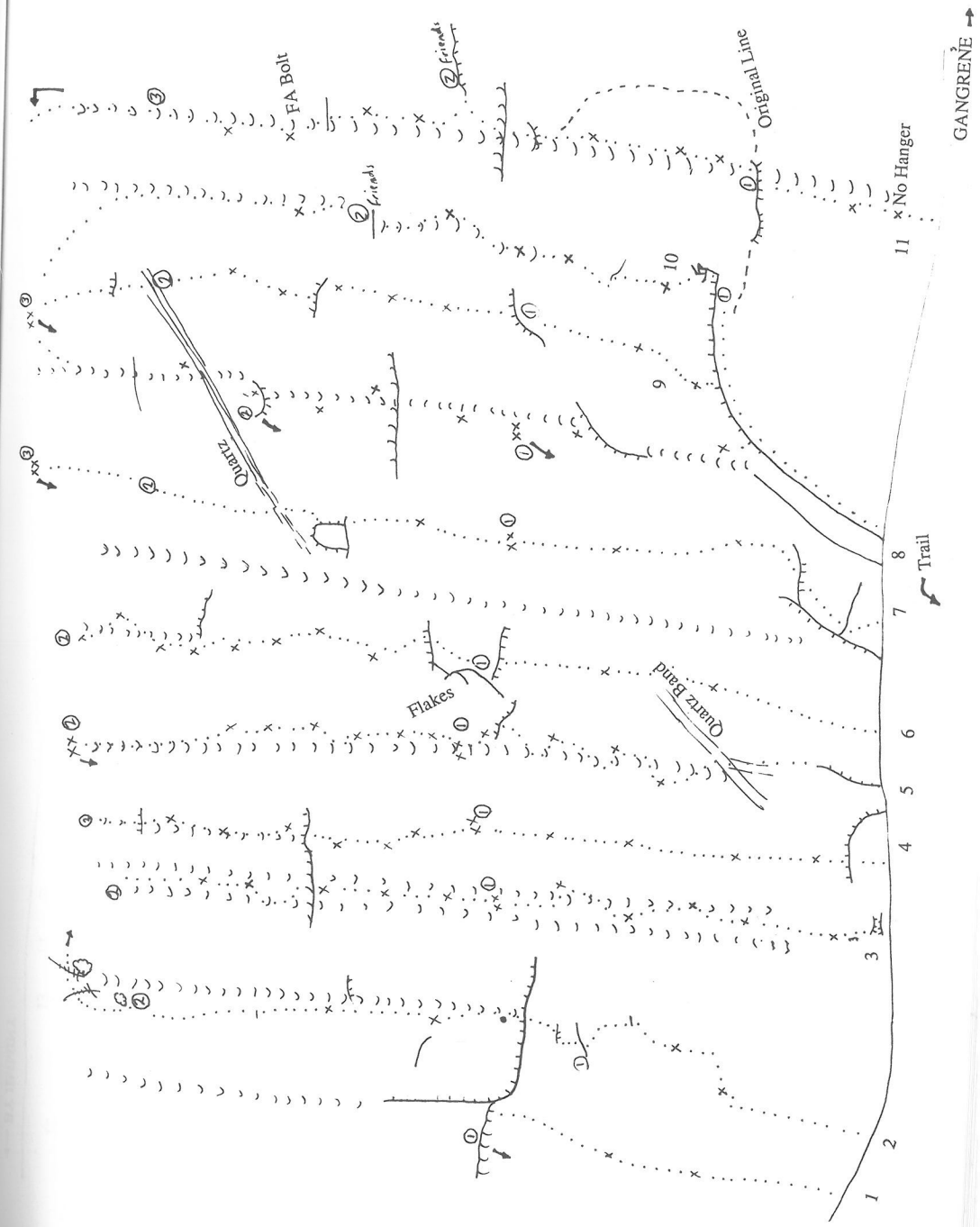
4. BETWEEN THE DITCHES 5.11d

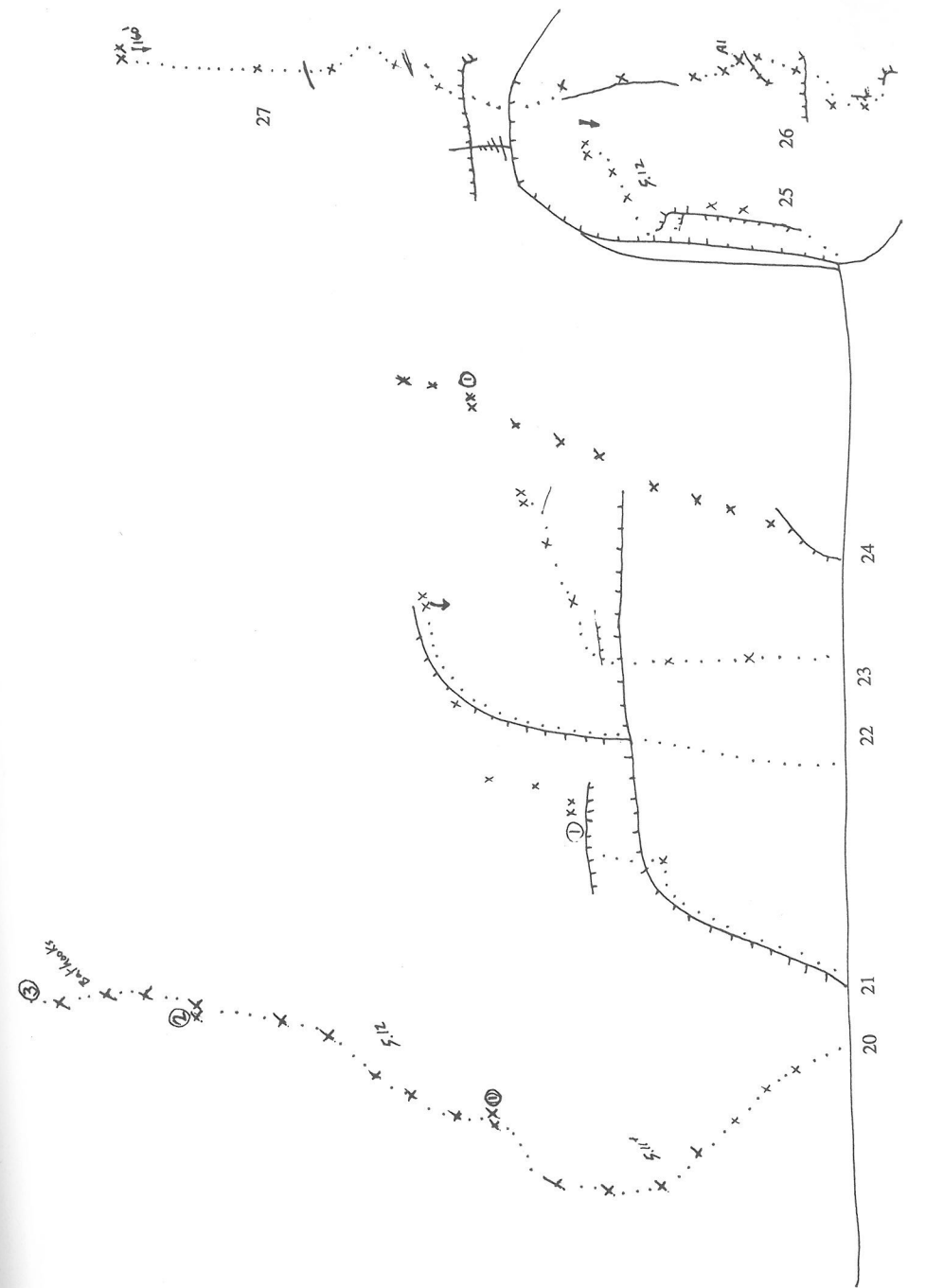
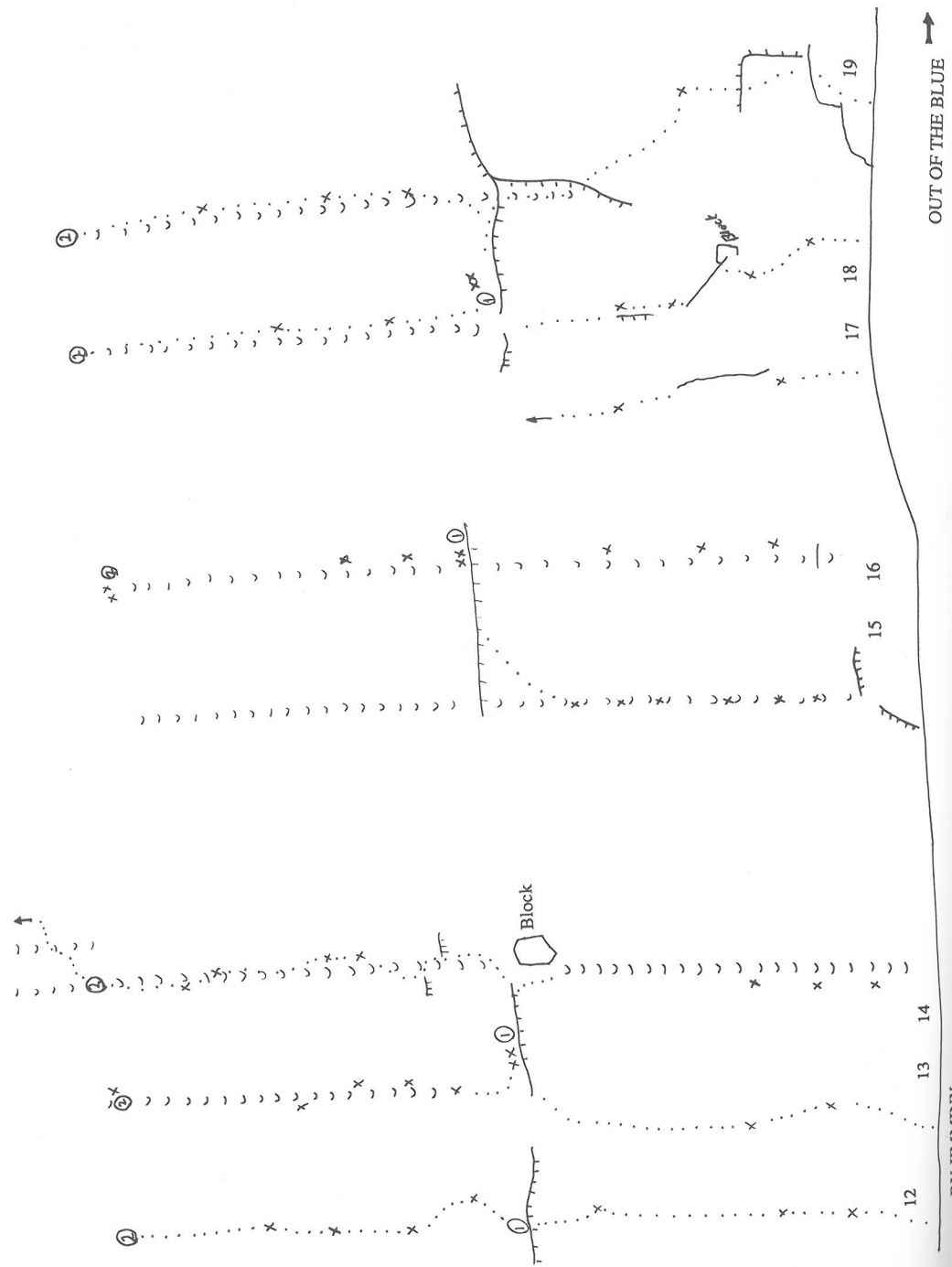
5. JIFFY POP QUEEN 5.11 *

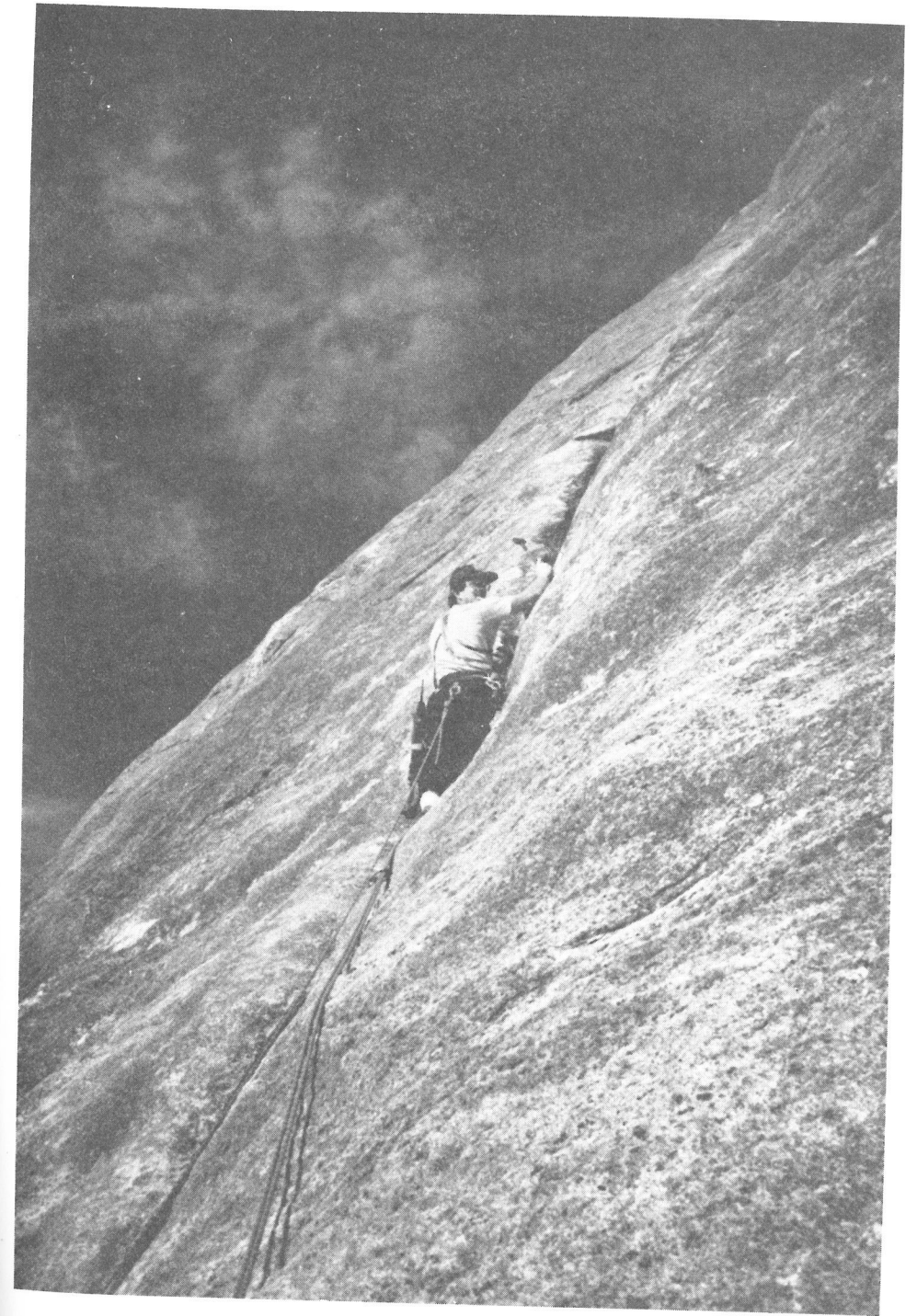
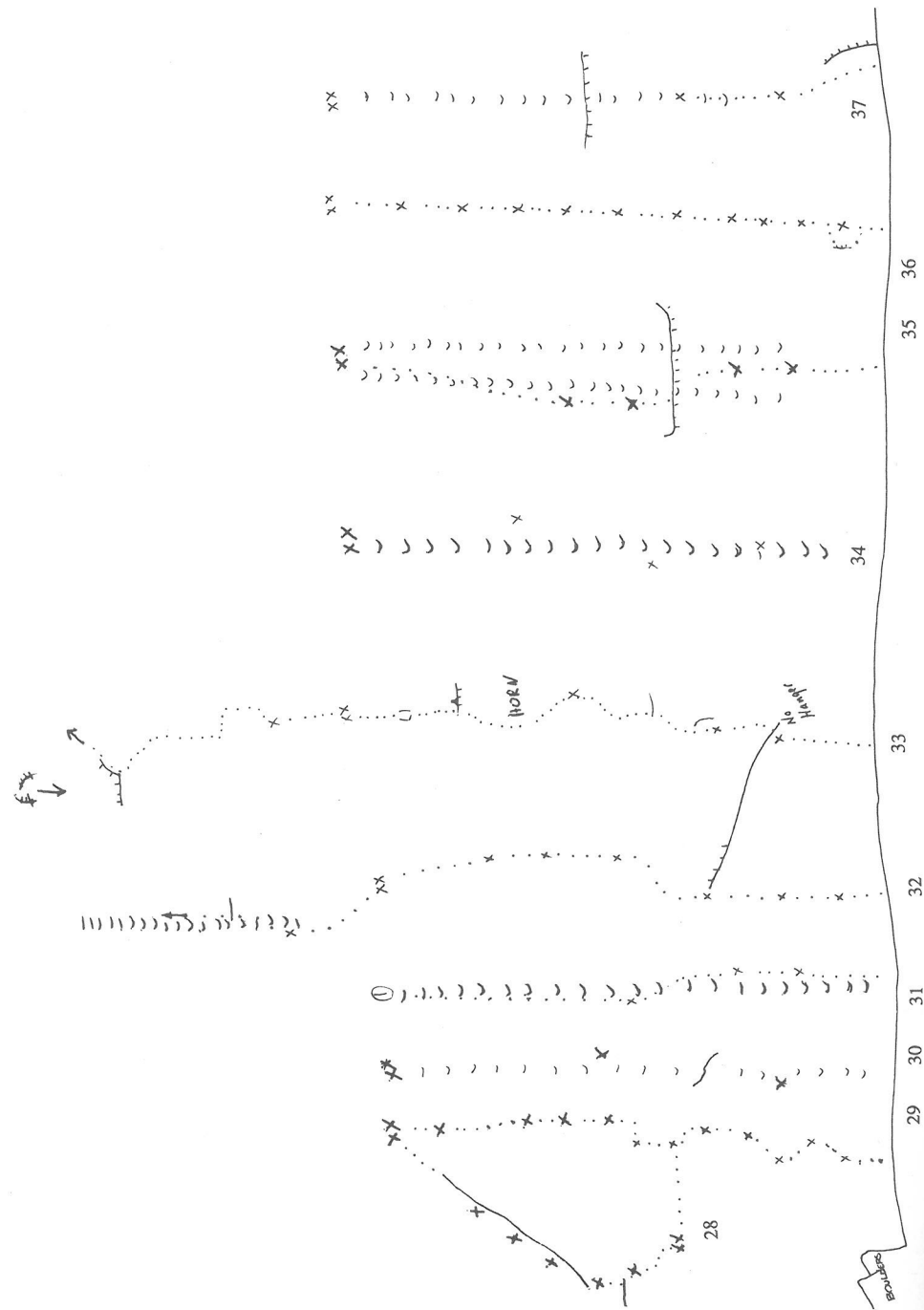
6. BLACK WIDOW 5.12b/c

7. NATURE BATS LAST 5.10 R

8. CAMP BIG GREEN 5.11a
9. GREEN REVOLUTION 5.11
10. HAPPY CAMPERS 5.11 *
11. BY JIMMINY 5.10a *
12. GANGRENE 5.11 R
13. ELECTRAGLIDE 5.11
14. CAMPFIRE GIRLS 5.10
15. BIG GREENIE WEENIE 5.11
16. WHIP-O-WILL 5.10
17. NAME UNKNOWN ?
18. SCARS ON A LANDSCAPE 5.10
19. SOLE CONTROL 5.11b
20. OUT OF THE BLUE & INTO THE BLANK 5.12 A3
21. DADDIES ARE BRAVE 5.11
22. ARCH ENEMA 5.11
23. WAY OUTR'E 5.11a
24. PROJECT
25. FULL SHRED 5.12a *
26. BULLET THE GREEN SKY 5.11 A1
27. COMEDY OF TERRORS 5.10
28. ADRENALINE WEASELS 5.11d
29. ICE WEASELS 5.11 *
30. NANTUCKET SLEIGHRIDE 5.9+



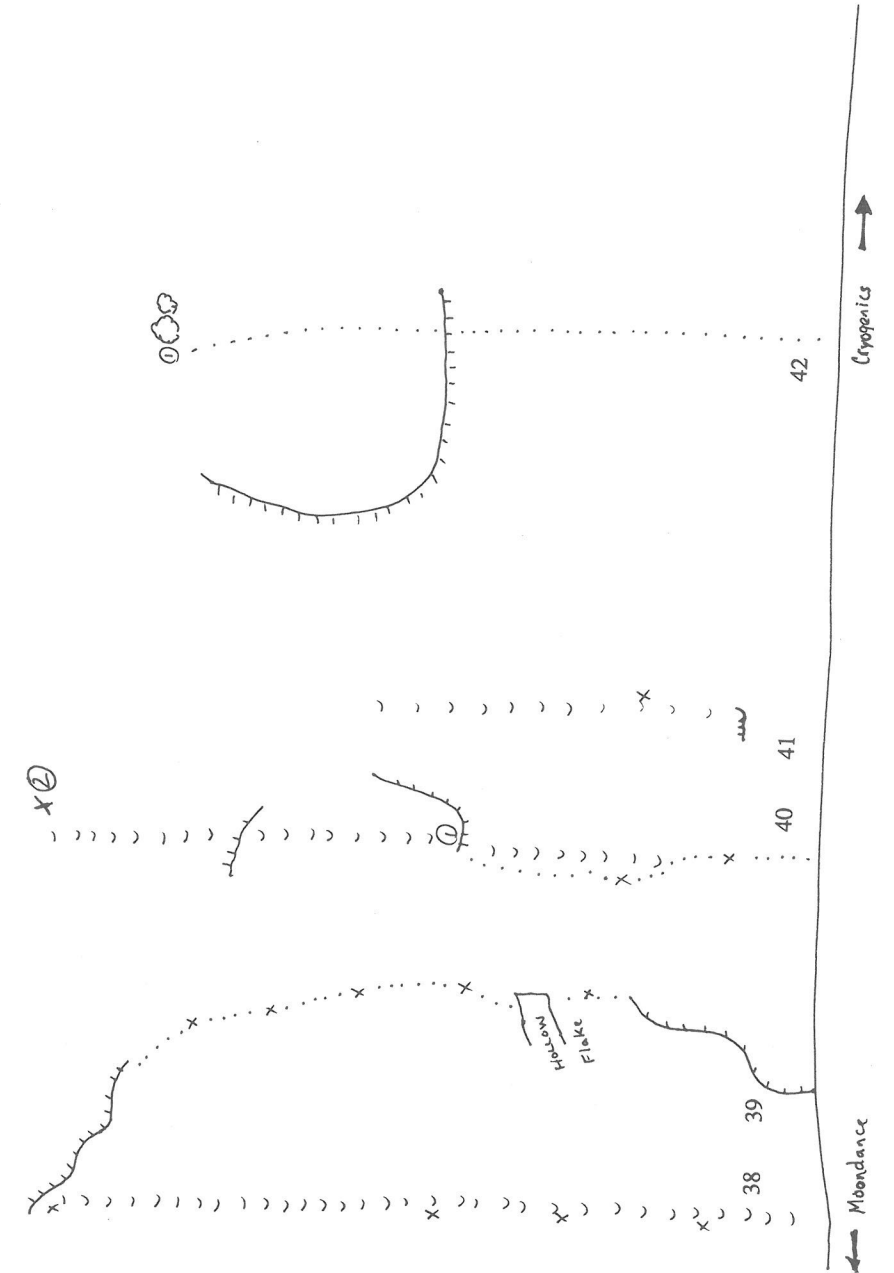


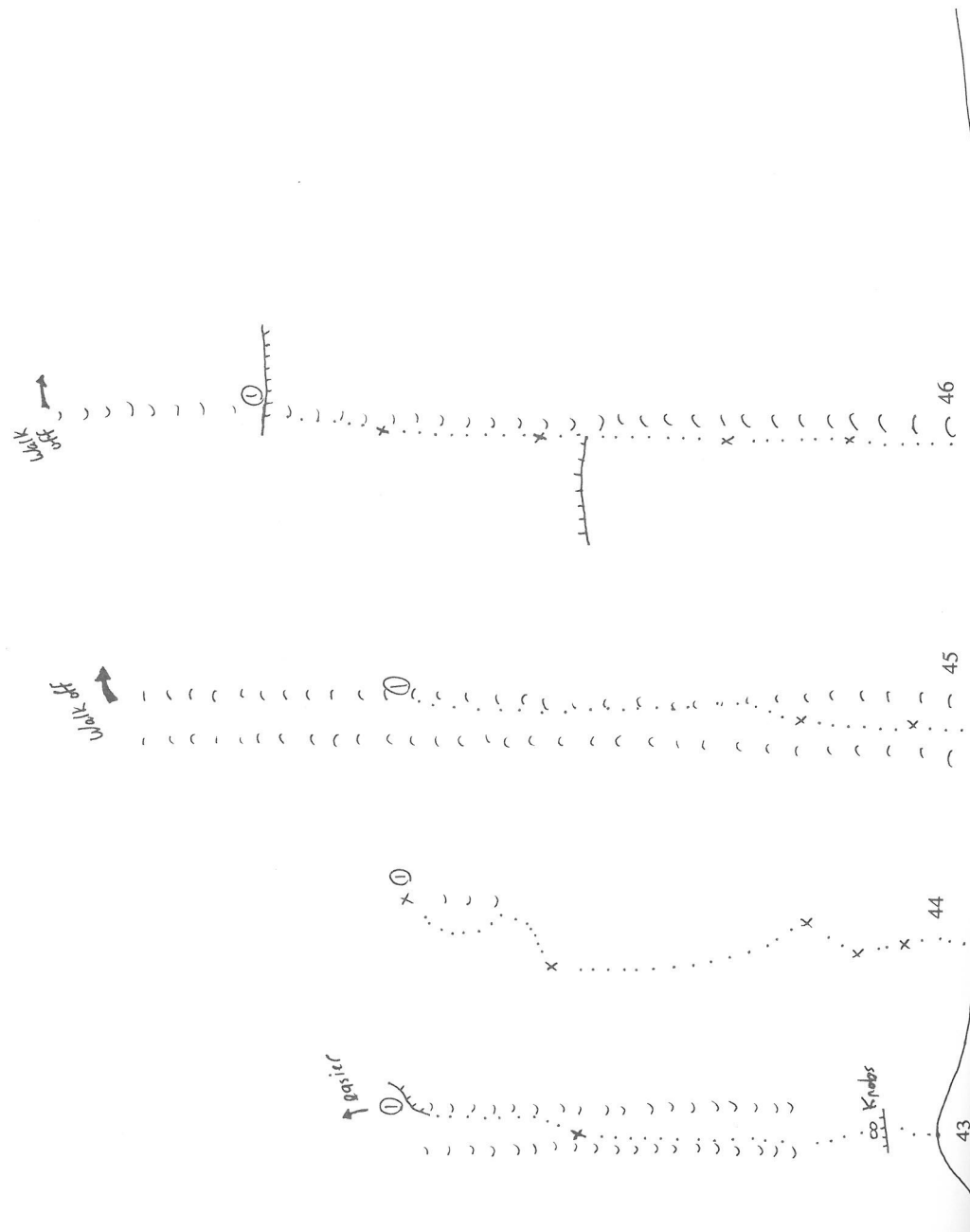


Joe Lackey on BY JIMMINY, 5.10a; Photo: Thomas Kelley

- 31. DUKE POWER 5.11
- 32. HYPOTHETICAL DESTINATION 5.10d
- 33. PANTHER TOWN KNOBS 5.9 *
- 34. AFTERMATH 5.9+
- 35. WHATS BIG & GREEN & EATS CLIMBERS 5.10
- 36. RAGE, RAGE AGAINST THE DYING OF THE DRILL 5.11d
- 37. MOONDANCE 5.10 R
- 38. GROUND CONTROLS 5.9
- 39. HOLOGRAM 5.11
- 40. HEART OF STONE 5.10
- 41. NAME UNKNOWN ?
- 42. NAME UNKNOWN 5.8
- 43. CRYOGENICS 5.9
- 44. ARID EXTRA DRY 5.10
- 45. HOLY SHIT BATMAN 5.9
- 46. MALCOLM X 5.10a
- 47. EASY DIHEDRAL ?

On the far right end of the rock is a right-facing dihedral. Climb this and the face above to the top.





WHITESIDE MOUNTAIN

If you like long and scary routes, Whiteside Mountain is the place for you. The cliff is the closest thing to big wall climbing in the southeast. There are a variety of aid routes and free climbs that have 10 or more pitches, as well as a few shorter climbs. Routes on Whiteside Mountain are not for the faint-hearted. The climbing is quite serious, often involving devious route-finding and long poorly-protected sections on steep, crackless rock. The pioneering climbers on Whiteside were undeniably bold, leaving a challenging legacy for those who would follow. For those desiring a challenge, Whiteside Mountain can provide some memorable and adventurous climbing.

ACCESS ISSUES

Currently the most important access issue is that of the annual closures to protect the endangered Peregrine Falcon. The closures usually take place from mid-spring through mid-summer. All climbers should check the bulletin board at the trail head to see if the wall is closed.

LOCATION

Take Whiteside Mt. Road to the U.S. Forest Service parking lot. This parking area serves as the access point for the hiking trails to Whiteside's summit. Whiteside Mt. Road is located 5.4 miles east of Highlands and 4.6 miles west of Cashiers off of U.S. 64. The turnoff is easy to miss, especially if you approach from the east.

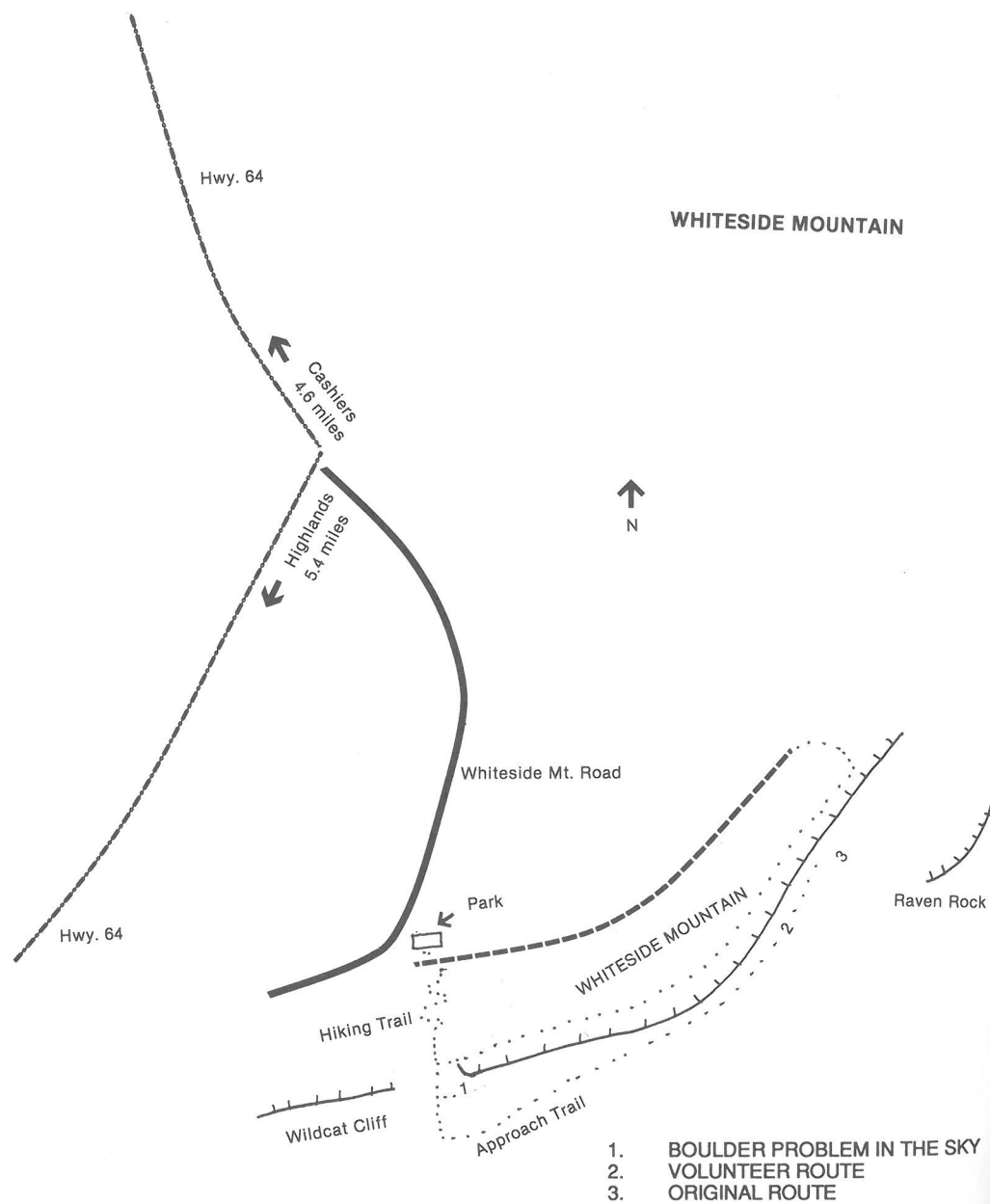
APPROACH

The approach to the main cliff is not easy. Allow plenty of time from the parking lot. If all goes well, you should be able to reach the ORIGINAL ROUTE in about one hour. From the parking area follow the trail a short distance until it splits. To the left, the trail is an old road. To the right the trail is a footpath that trends pretty much straight up the ridge. Take the footpath. Follow the trail until it reaches the crest of the ridge. This is the first point where you can see that the ground obviously slopes off to the south. At this point there is a sign pointing to the left. Leave the main hiking trail where it makes a sharp left at the sign. Follow a small rough trail down through dense rhododendron and over small ledges. Continue down the trail until it reaches the base of the cliff. Hike along the base for about 1/2 mile to reach the ORIGINAL ROUTE.

For climbs located around BOULDER PROBLEM IN THE SKY hike the trail to the ridge. Instead of going straight, turn left up the main hiking trail. Turn right at the trail next to the boulder on the right. Follow the trail to the base of the rock. When looking at the face or a photo, this is the far left, upper portion of the face.

CAMPING

Two U.S. Forest Service campgrounds are located on U.S. 64, between Highlands and Franklin.



EMERGENCY AND RESCUE SERVICES

Rescue services are available from the Jackson County Rescue Squad: (704) 586-2459. The Angel Community Hospital is located in Franklin: (704) 524-8411.

WEATHER

Due to its south facing nature, the cliff is often climbable during much of the winter season. Unfortunately, the heat can be oppressive during the warmer months. Thunderstorms are another weather related hazard. Whiteside Mountain is a bad place to be caught in the event of a storm. The positions are exposed and retreat is often difficult. Bad weather frequently comes in from the north, often taking climbers by surprise. In the past few years the normally pleasant spring season has been cut short by Peregrine Falcon closures (see ACCESS). The fall season (October-November) usually has the best weather.

1. **BOULDER PROBLEM IN THE SKY** 5.11
2. **BOULDER PROBLEM IN SPACE IV** 5.8 A4

3. **HARD UP FOR CRACKS** 5.10
Not shown. P1, 5.10. Start 30' right of BOULDER PROBLEM IN THE SKY. Climb the crack to a belay above some blocks and in bushes. P2, 5.9. Continue stemming up the overhanging corner. After 20' the crack widens. Exit out right onto the lichen covered face. Traverse right 20' then continue up to the overhang. Pull the overhang on the right, then continue to the top.

4. **SOUTHWEST ARETE** 5.9 A2
Not shown. Approach from the right end of the ledge at the base of BOULDER PROBLEM IN THE SKY. P1, 5.8+, 70'. Climb the crack onto the face and up to the roof. Move right to a natural bridge and belay. P2, A3, 60'. Aid climb out a weakness in the roof, move over the lip and belay. Several bolts and fixed pins. P3, 5.9, 165'. Climb past a bolt to the summit.

5. **POWER CUTS** 5.12c
See topo. Scramble downhill from BOULDER PROBLEM IN THE SKY. Climb up a diagonal ramp to gain access to the huge tree ledge on the left side of Whiteside's. Follow the short ramp, then continue across a narrow ledge to the main tree ledge. Move across the tree ledge to its end. Drop down, off the main ledge, to a rock overlook (top of POWER CUTS). Rappel from a tree that is located 20' back and rappel to the south. Rappel to a ledge below the route. P1. Climb the obvious finger crack.

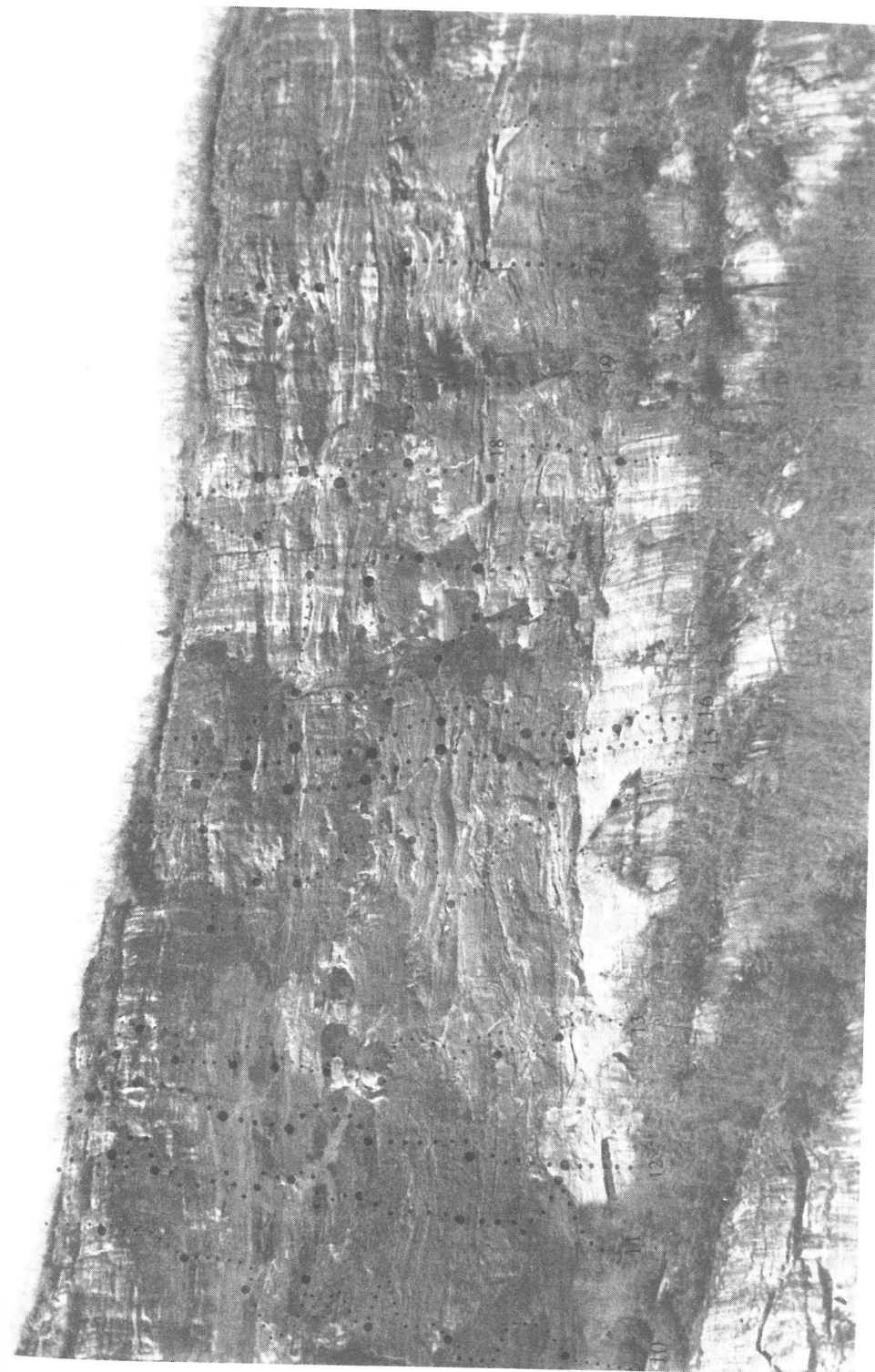
6. **SHIP OF FOOLS V** 5.10 A3
See topo. Gear: 6 KB, 5 LA, 3 ea. 1/2" to 3/4", 1 set Friends, double Friends 1 to 2.5, 2 sets TCUs.

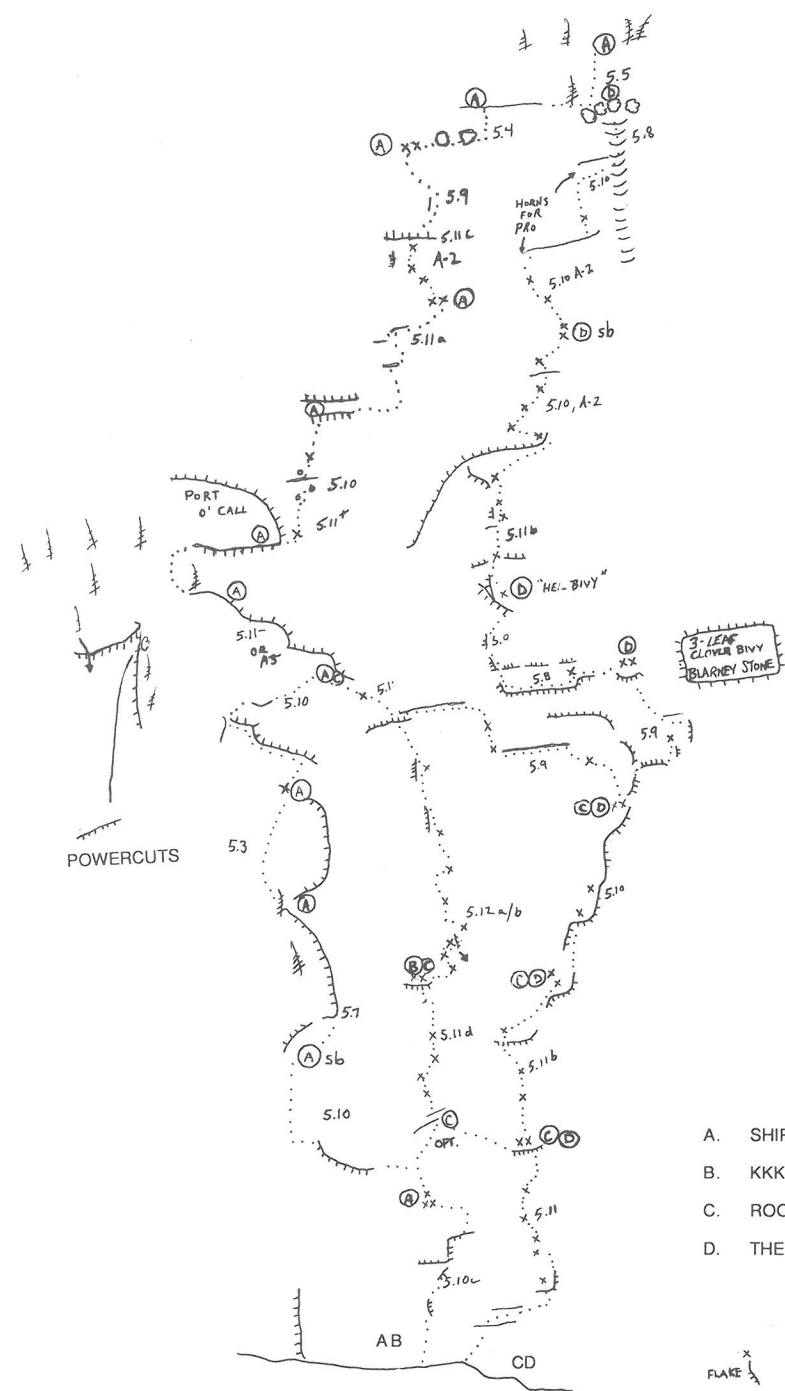
17. ORIGINAL ROUTE 5.11a *

This route is the most popular climb on Whiteside. Start near the far right side of the cliff, below a long narrow ledge with trees. At this point the ground begins to slope sharply upward to the right. The first pitch is a low angle featureless slab about 5.7 in difficulty and without protection. Pitches harder than 5.7 are generally well protected, but most pitches 5.7 or less are mostly poorly protected. A belay seat might be useful for the belayer while the leader works on the crux. On pitch 7, the long traverse, go completely around the corner for almost a full rope length until you see a bolt on the face. A variation to the crux bolt ladder pitch was done in 1987 by Burton Moomaw and Marc Huster. From the belay, go right and up to a bolt. Move back left across a dike to the bolt ladder (5.11). See topo.

18. CONNECTIONS 5.12 A0**19. NEW PERVERSIONS 5.11 R**

Not shown. P1. Same as ORIGINAL ROUTE. P2, 5.6, NP. Go right on the tree ledge until directly below a huge tree ledge 275' above. Climb 160' to a belay in a crack. P3, 5.4, NP. Go straight up to a large tree ledge and belay at the closest tree. P4, 5.7, NP. Climb straight up aiming for a flake below the overhang. Mantel on top of the flake, traverse right then pull the overhang. Scramble through bushes to a belay. P5, 5.5. Move to the left end of the ledge and do a rising traverse left 15' to a crack. Climb up and back right 15' to a crack that can be seen above the belay in a cave at the top of the crack (2 bolts). P5, 5.11 R (or A2). Climb up then traverse left 15' to a crack. Climb up and back right 15' to a bolt. Climb up to the tree. P7, 5.7, NP. Traverse left 150', then climb back up and right for 40'. Mantel on a flake, climb up to vegetation. Locate a fixed pin at the belay. P8. Same as last pitch of ORIGINAL ROUTE.

20. WHIPPIN' BOY 5.11d**21. PARENTAL GUIDANCE 5.11c/d****22. CATHOLIC GIRLS DIRECT 5.11a****23. CATHOLIC GIRLS 5.9**

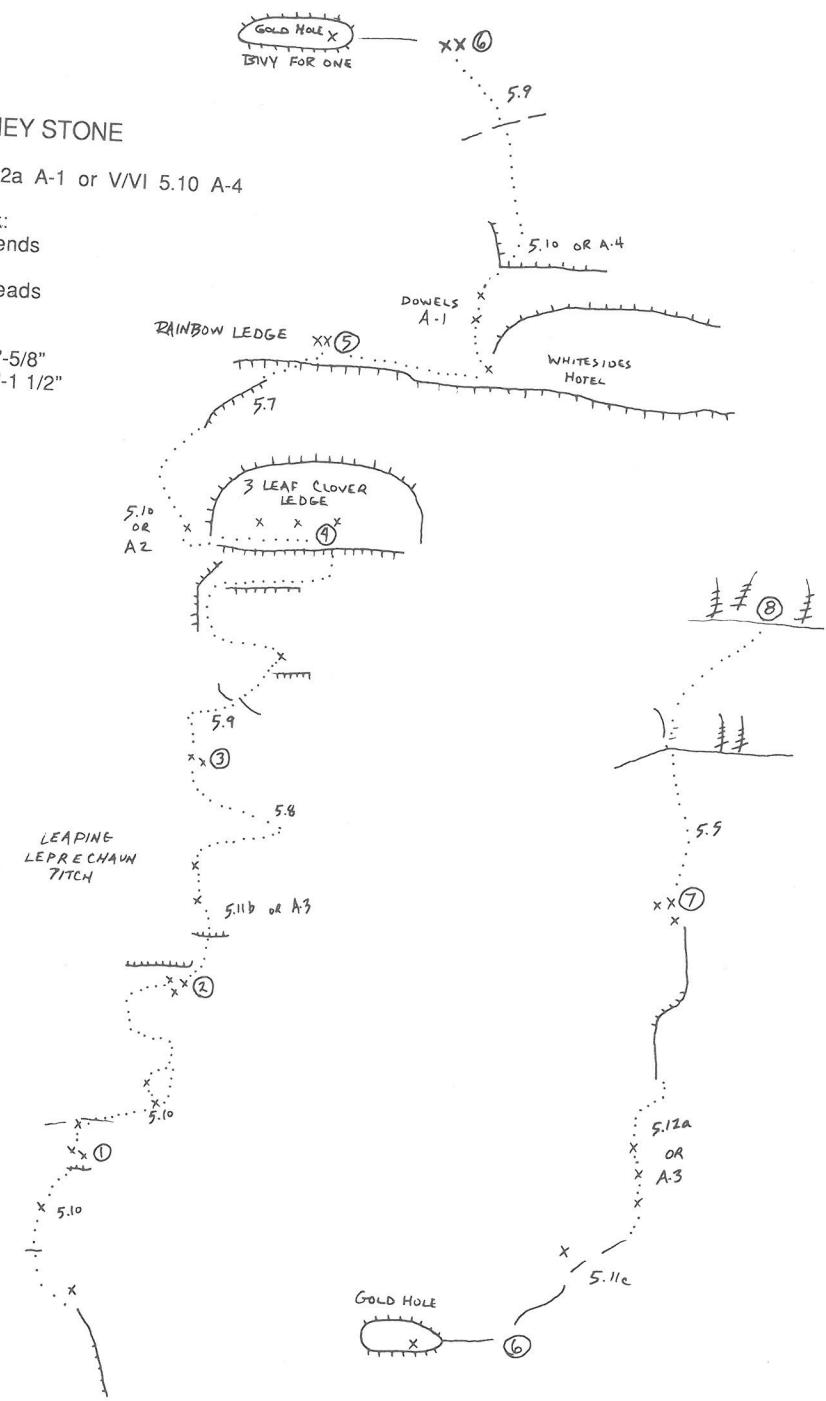


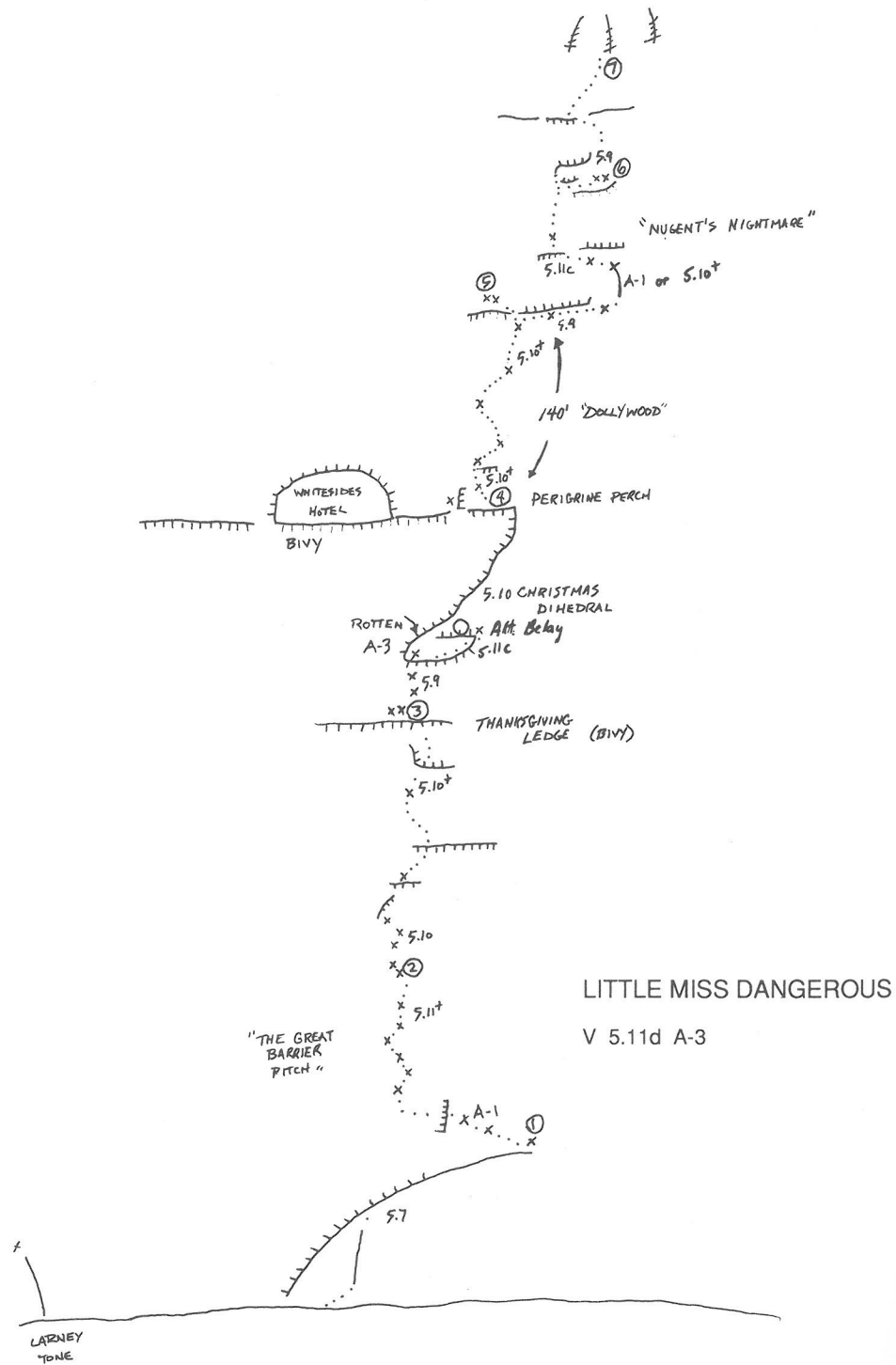
- A. SHIP OF FOOLS V 5.10 A-3
- B. K.K.K. VARIATION 5.12a/b
- C. ROOM TO BREATHE 5.11d A-0
- D. THE PROMISED LAND V 5.11 A-2

BLARNEY STONE

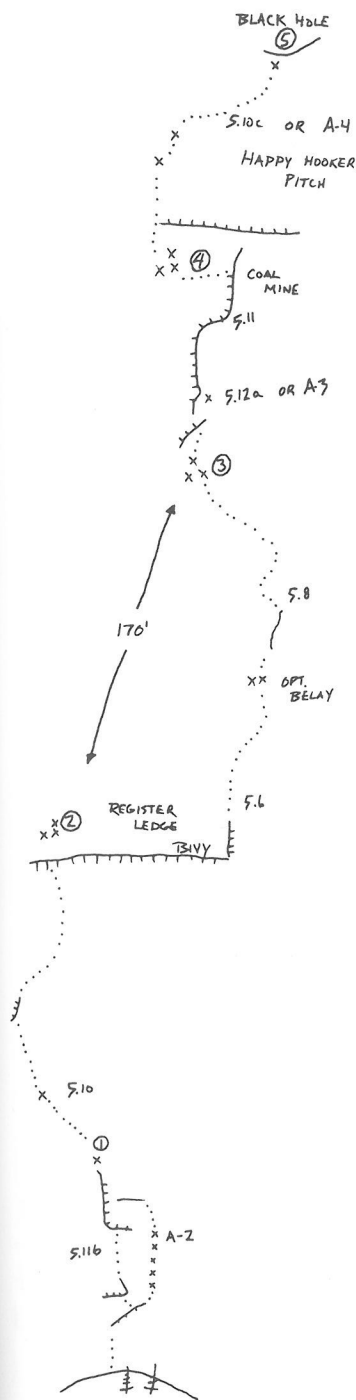
IV/V 5.12a A-1 or V/VI 5.10 A-4

- Aid Rack:
 1 set Friends hooks
 copperheads
 5 KB
 8 LA
 2 ea. 1/2"-5/8"
 1 ea. 3/4"-1 1/2"





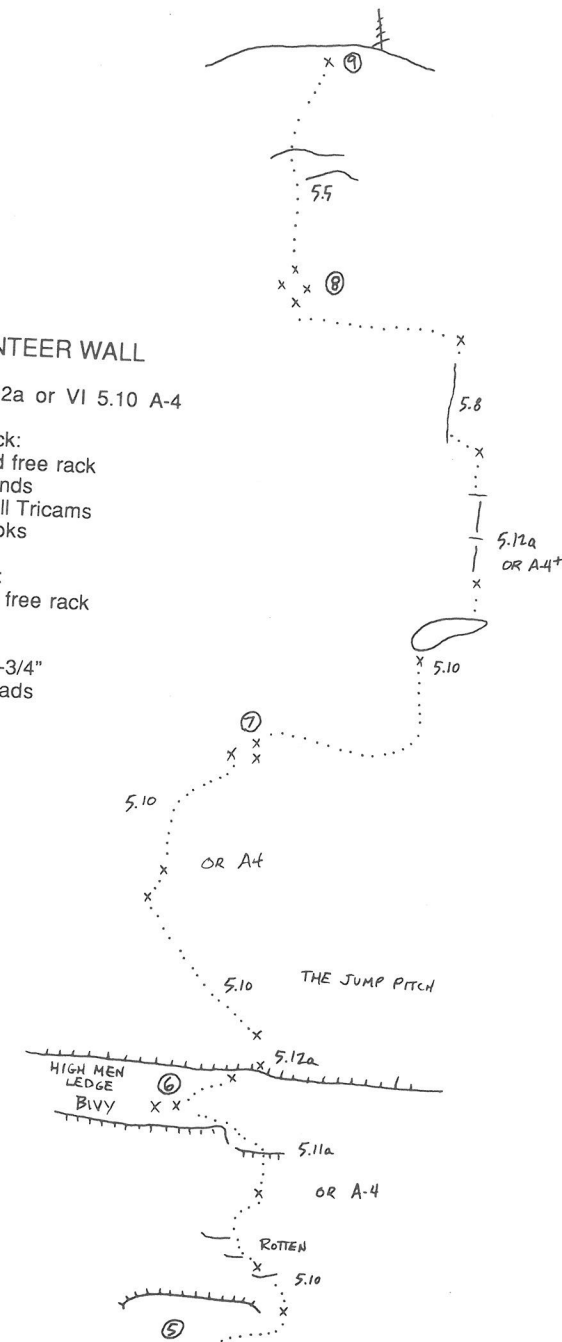
LITTLE MISS DANGEROUS
V 5.11d A-3



VOLUNTEER WALL
IV/V 5.12a or VI 5.10 A-4

Free Rack:
Standard free rack
with Friends
with small Tricams
bring hooks

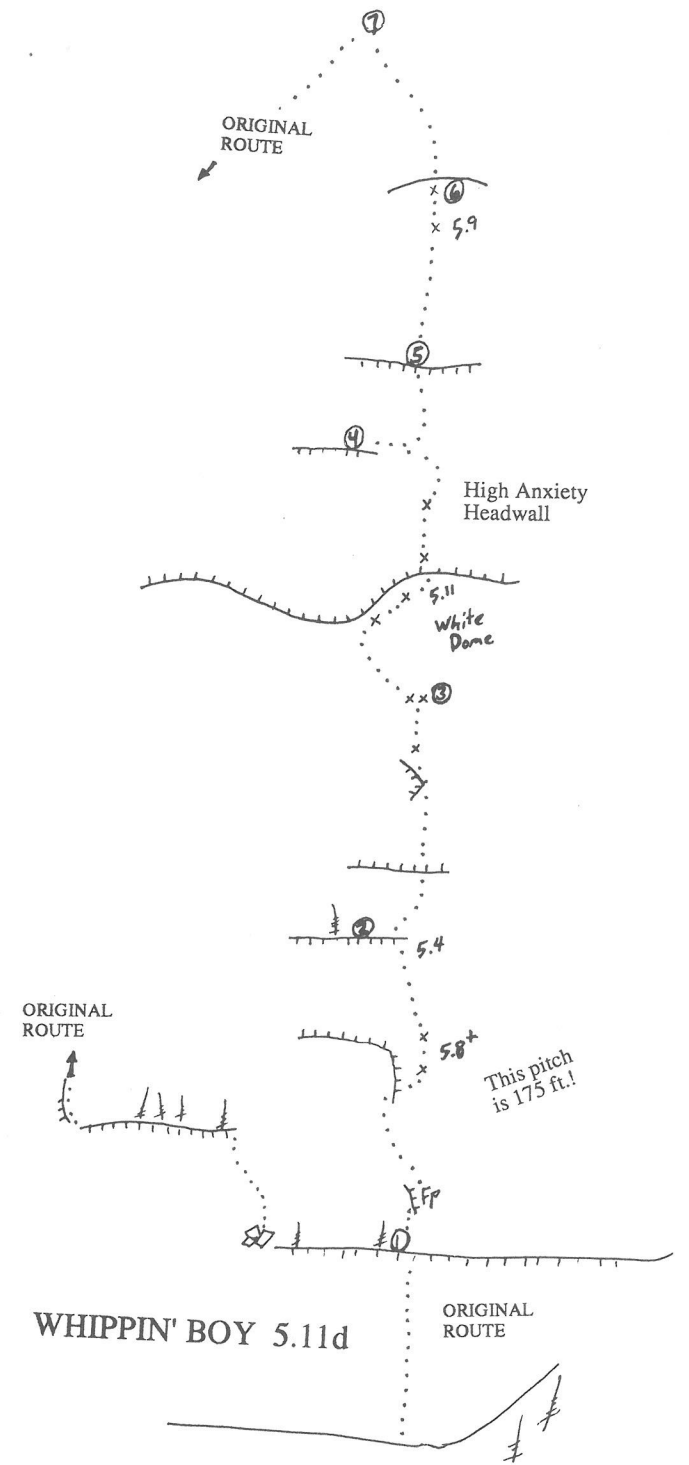
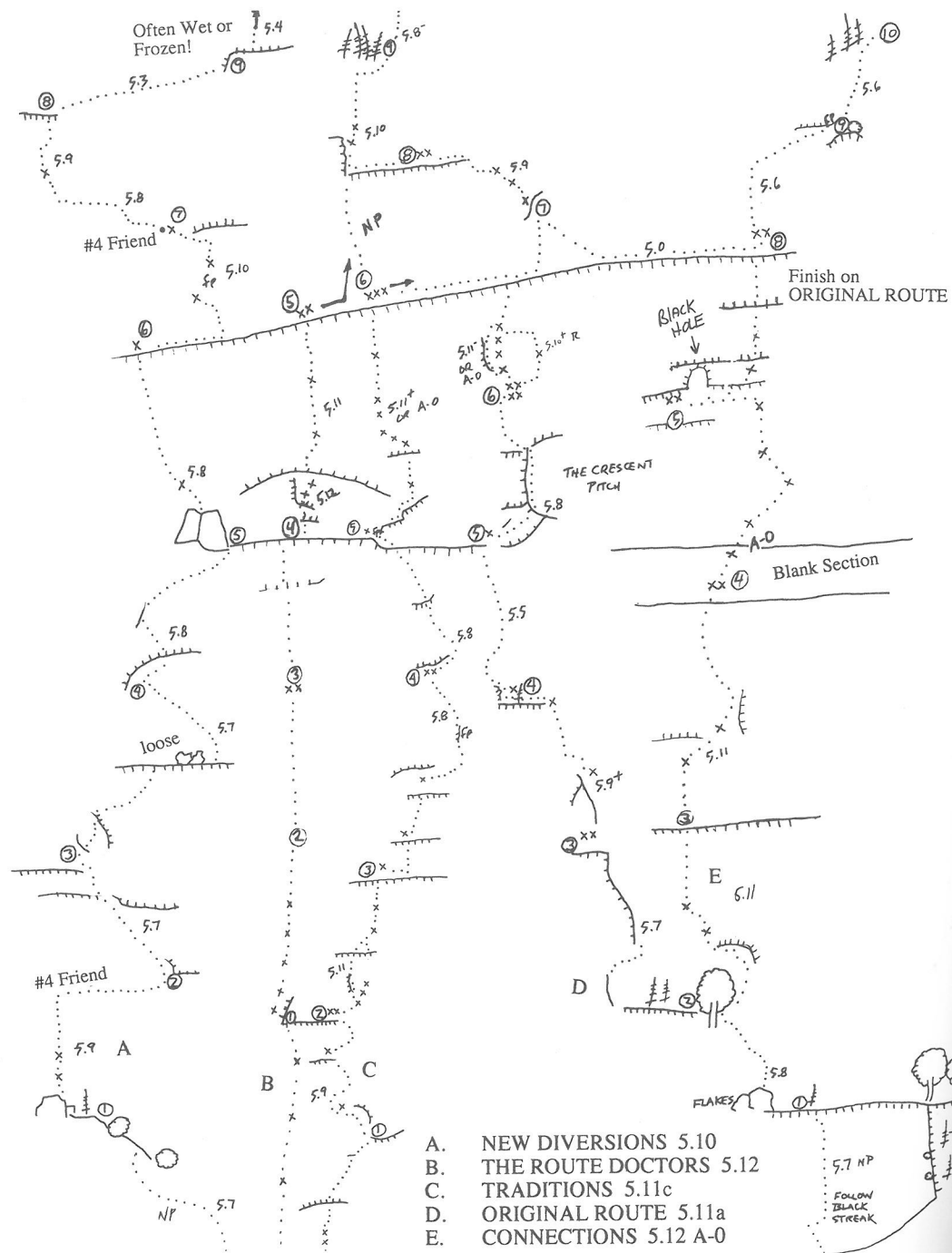
Aid Rack:
Standard free rack
10 KB
10 LA
2 ea. 1/2"-3/4"
copperheads
hooks

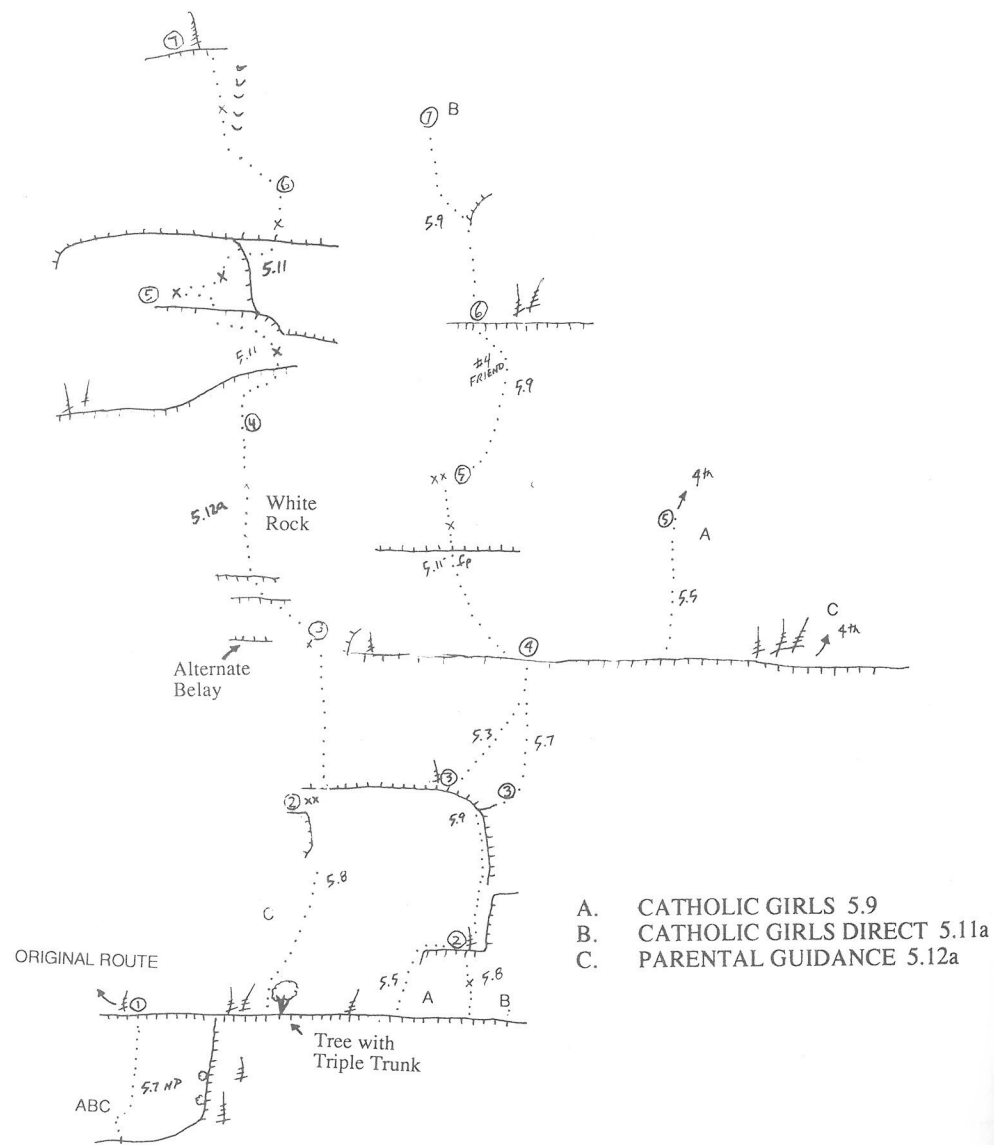


VOLUNTEER WALL
IV/V 5.12a or VI 5.10 A-4

Free Rack:
Standard free rack
with Friends
with small Tricams
bring hooks

Aid Rack:
Standard free rack
10 KB
10 LA
2 ea. 1/2"-3/4"
copperheads
hooks





HISTORICAL INDEX

BIG GREEN MOUNTAIN

- ADRENALINE WEASELS Andy Kluge (95)
- AFTERMATH Doc Bayne, T. Kelley (90)
- ARCH ENEMA Sam Stevenson, T. Kelley (89)
- ARID EXTRA DRY Keith Robinson, et. al.
- BETWEEN THE DITCHES Jeep Gaskin, Doc Bayne (93)
- BIG GREENIE WEENIE Andy Kluge
- BLACK WIDOW Jeep Gaskin, Doc Bayne, Corinne Webb, Jon Miller (91)
- BULLET THE GREEN SKY Andy Kluge, E. Franklin (95)
- BY JIMMINY Jeep Gaskin, Monty Reagan
- CAMP BIG GREEN Joe Lackey, T. Kelley (88)
- CAMPFIRE GIRLS Joe Lackey, T. Kelley, Trina Abbott (89)
- COMEDY OF TERRORS Andy Kluge, Liz Yost (91)
- CRYOGENICS T. Kelley, Gary Mims (88)
- DADDIES ARE BRAVE Andy Kluge
- DANGER OF EXTINCTION Doc Bayne, Corinne Webb (90)
- DUKE POWER Sam Stevenson, T. Kelley (89)
- EASY DIHEDRAL unknown
- ELECTRAGLIDE Jeep Gaskin, Jon Miller (89/90)
- FULL SHRED Monty Reagan, Whitney Heuermann (91)
- GANGRENE Doc Bayne, Jeep Gaskin, Jon Miller (91)
- GREEN REVOLUTION Doc Bayne, Corinne Webb (90)
- GROUND CONTROLS T. Kelley, Sam Stevenson (89)
- HAPPY CAMPERS T. Kelley, Bruce Burgess (89)
- HEART OF STONE Doc Bayne, Corinne Webb (90)
- HOLOGRAM Jeep Gaskin, Jon Miller
- HOLY SHIT BATMAN Sam Stevenson, T. Kelley (89)
- HYPOTHETICAL DESTINATION Andy Kluge, E. Franklin (92)
- ICE WEASELS Andy Kluge
- JIFFY POP QUEEN T. Kelley, Bruce Burgess, Sam Stevenson (89)
- JOKE THE CHICKEN T. Kelley, Matt Gentling, Christian Robert (90)
- MALCOLM X T. Kelley, Ralph Fickel (92)
- MOONDANCE Doc Bayne, Corinne Webb (90)
- NANTUCKET SLEIGHRIDE Doc Bayne, Corinne Webb (90)
- NATURE BATS LAST Doc Bayne, Jeep Gaskin, Corinne Webb (90)
- OUT OF THE BLUE Jeep Gaskin, Jon Miller, Doc Bayne
- PANTHER TOWN KNOBS T. Kelley, Sam Stevenson (89)
- PARALLELING Joe Lackey, T. Kelley
- RAGE Andy Kluge (93)
- SCARS ON A LANDSCAPE Monty Reagan, Whitney Heuermann (88)
- SOLE CONTROL Chris Caldwell, Doc Bayne
- WAY OUTR'E Andy Kluge, E. Franklin (92)
- WHATS BIG Andy Kluge, B. Farrell (93)
- WHIP-O-WILL Mike Artz, Eddie Begoon

CEDAR ROCK

ADULTERY Chris Little, Ryan Beasley
 BIRTHDAY BASH Chris Little, Shane Coburn
 BRAVE KNAVE Andy Kluge (94)
 CAJUN STYLE Thomas Kelley, Chris Caldwell
 CAUGHT UP IN THE AIR Clarence Hickman, Mark Pell
 CEDAR PIE Clarence Hickman, Mark Pell
 DECEPTION TRUE VINE Clarence Hickman, Rodney Lanier, Burton Moomaw
 DETAILS AT TEN Bruce Burgess, Chris Caldwell
 FONDLING THE VOID Chris Caldwell (rope solo)
 GHOULS FUN Thomas Kelley, Kris Kline, Pascal Robert
 GLASS DANCER Kris Kline, Thomas Kelley
 HAPPY CAMPER Danny Caldwell, Glenn Barnes
 I WANNA BE SEDATED Eddie Begoon, T. Barnes
 LE MENSTREL CRAMPS Shane Cobourn, Sean Cobourn
 MIRACLE ALTERNATIVE Chris Caldwell, Doc Bayne
 MIRACLE WHIP Danny Caldwell
 NAME UNKNOWN (#3) Danny Caldwell
 NAME UNKNOWN (#11) Mike McCormick
 NEW CREATURES Clarence Hickman, Mark Pell
 OFF THE CUFF Mark Pell
 OH! MR. FRICTION Charles Ivey, Sean Cobourn
 ORANGUTAN FLAKE Diab Rabie, Sean Cobourn, Chris Little
 PASSION AND WARFARE Bruce Burgess, Chris Caldwell
 PETRIFIED CEDAR Chris Caldwell, Bruce Burgess
 POLITICAL SMEAR Chris Caldwell, Bruce Burgess
 RAWHIDE ARCH Thomas Kelley, Sam Stevenson (2nd pitch Danny Caldwell)
 SIBLING REVELRY Shane Cobourn, Sean Cobourn, Mark Pell
 SQUEEZE POP Kris Kline, Chris Caldwell
 STOCKINGS ON THE MANTLE FA Shane Cobourn, Sean Cobourn,
 FFA Sam Stevenson, Victor Moore
 SURFIN' WITH THE ALIEN Eddie Begoon, Mike Artz, Chris Caldwell
 TADPOLE IN THE PARTY BOWL Clarence Hickman, Rodney Lanier
 TEMPTATION Chris Caldwell, Doc Bayne, Ralph Fickel
 TOADS-R-US Chris Little, Clarence Hickman, Mark Pell
 TOADS-R-US (left var. to second pitch) Chris Caldwell
 TOADS-R-US (right var. to 2nd pitch) Thomas Kelley, Peter Brezny
 PRANCING IN PAIN Shane Cobourn, Chris Little
 WILD BERRY PICKIN' Chris Caldwell, Doc Bayne
 WILD GINGER ROOT Mike McCormick, Doc Bayne
 WYOMING DICK Mark Pell, Sean Cobourn

CROWDERS MOUNTAIN

60 SECONDS OVER TOKYO
 911 Doug Reed, Freddie Young
 ABSENT FROM THE BODY Eddie Pain
 AERIAL ACT Shane Cobourn
 AIRVIEW SLAB Bruce Blatchley
 ALGEBRA Sean Cobourn, Gordy Smith
 ANOTHER BRICK IN THE WALL Doug Reed
 ANTHRAX Diab Rabie, Gus Glitch
 AROUND THE CORNER Rodney Lanier, Brian Flowers
 ASK MR. SCIENCE Doug Reed, Chip Self
 AXIS FA Doug Reed FFA Bob Rotert, Wes Love
 BEER CAN ALLEY Wes Love, Doug Reed
 BEER WOLF Wes Love, Rodney Lanier
 BELLY CRAWL Doug Reed, Wes Love
 BETWEEN THE BETWIX Wes Love, Doug Reed
 BLACK SAND BEACHES Gus Glitch
 BLACKFLAG Doug Reed
 BLACKFLAG DIRECT Doug Reed
 BOHEMIAN PILLAR Doug Reed, Wes Love
 BOHEMIAN PILLAR DIRECT Wes Love, Rodney Lanier
 BOLTER PROBLEM I. Fry, Gus Glitch
 BRICK IN THE WALL Doug Reed
 BROWN NOSIN' Alvino Pon, Eddie Pain
 BUDDHA BULGE Mark Pell, Rodney Lanier
 BURN CRACK Cal Swoager, Wes Love
 CALLIN' IN SICK Alvino Pon
 CAMBODIAN HOLIDAY Rob Fuquay, Doug Reed
 CARNIVORE Gus Glitch
 CHAMPIONSHIP WRESTLING Doug Reed, Wes Love, Thomas Kelley
 CHRISTMAS PRESENT Rodney Lanier
 CRO-MAGNON CRACK Sean Cobourn
 DESTINATION VAR. Thomas Kelley, Jim Hutton
 DEWEY USED TO LOVE IT FA Sean Cobourn FFA Rodney Lanier, Mark Pell
 DIXIE FURY Doug Reed
 DOUBLE NAUGHT SPY Sean Cobourn, Bruce Blatchley
 DOUG'S DIHEDRAL Doug Reed
 DR. JEKYLL'S HIDE Bruce Blatchley
 DR. JEKYLL'S RIDE Bruce Blatchley
 DRIVE ON Wes Love, Doug Reed
 EAT A PEACH Wes Love, David Huntley
 EDDIE WALKS Eddie Pain
 ELASTIC REBOUND THEORY Doug Reed (Continuation: Eddie Pain, Alvino Pon)
 ELECTRA Doug Reed, Ben Fowler, Wes Love
 ENERGY CZAR Wes Love, Doug Reed
 ENTERTAINMENT FOR MEN Sean Cobourn, Joey Griffin (93)

EYE SOCKETS Shane Cobourn, Doug Reed, Sean Cobourn
 FASHION Doug Reed
 FIRESTONE Doug Reed, Wes Love
 FLEXIBLE FLYER Doug Reed, Wes Love
 FORTRESS FINGERS Wes Love, Rodney Lanier
 FORTRESS WALL DIRECT Wes Love (solo)
 FOUR PLAY Sean Cobourn, Shane Cobourn
 GENESIS Tim Brown, Dave Brown
 GET A REAL JOB Sean Cobourn, Eddie Pain
 GOLDEN SHOWERS Cal Swoager, Wes Love
 GREEN SPUR Rodney Lanier
 GUMBIES GO HOME Shane Cobourn, Doug Reed, Sean Cobourn
 HANDLE WITH CARE Doug Reed (solo)
 HIEROGLYPHICS Todd McCormick, Dave Belton
 IN THIS CORNER Sean Cobourn, Jim Hutton
 INDIGENCE Gus Glitch, Alvino Pon
 INSTANT KARMA Cal Swoager, Wes Love
 INSTANT KARMA DIRECT FA Gil Harder, Kip Conner FFA R. Lanier, Wes Love
 INTERVIEW Eddie Pain, Alvino Pon
 INTIMIDATOR Doug Reed, Sean Cobourn
 IRON CURTAIN Gary Mims, Tom Shropshire
 JUMPING JUNIPERS Gus Glitch, Henry Smith
 JUST LIKE OLD TIMES Sean Cobourn, Mike Dunn
 KITTY LITTER Cal Swoager, Wes Love
 KLINGON TRAVERSE Doug Reed
 LA MINIMUM WAGE Gus Glitch, Alvino Pon
 LAKEVIEW SLAB Bruce Blatchley
 LIEN Diab Rabie, Alvino Pon
 LIFE DURING WARTIME Sean Cobourn, Scott Ryser
 LOCK THE DUMPSTER Alvino Pon
 LOVERS LANE Wes Love, Doug Reed
 LOYAL ORDER OF THE TOADS Chris Little, Sean Cobourn, Scott Cobourn (93)
 MAIN EVENT Gus Glitch, Sean Cobourn
 MANDATORY ACTION Bruce Blatchley, Gus Glitch
 MANDATORY REACTION Bruce Blatchley
 MEATY OKRA Wes Love, Doug Reed
 MELLOW FELLOW Ben Fowler, Wes Love
 MIDDLE FINGER Kip Conner, Derek Brown
 MIKE'S CRACK Barry Belton
 MUDBONE Gus Glitch
 NEW POLICY Rodney Lanier, Mark Pell
 NO EXPERIENCE NECESSARY Sean Cobourn, Shane Cobourn
 NUCLEAR COTTAGE CHEESE Wes Love, Rodney Lanier
 NUKE THE WHALES Wes Love, Shane Cobourn, Scott Cobourn
 OOGA CHOCCA Tom Howard, Bob Rotert
 ONE TO THE 1ST POWER Bruce Blatchley, Gus Glitch

OVERHANG DIRECT Wes Love, Clarence Hickman
 PASSING OUT WOLF TICKETS Sean Cobourn, Shane Cobourn
 PATH TO EXTINCTION Eddie Pain, Alvino Pon
 PERPLEXUS Gus Glitch, I. Fry
 PICK-A-DILLY PROW Wes Love, Ben Fowler
 PINK FLAMINGO Rodney Lanier, Mark Pell
 PLANE OVER YOUR HEAD Mark Pell
 PLAYGROUND 69 Rodney Lanier, Dede Geissinger
 PLEASANT DREAMS Doug Reed, Sean Cobourn
 POCKET OF LIKE'N Wes Love, Doug Reed
 PREDESTINATION Wes Love, Clarence Hickman
 PSYCHOTIC REACTION Wes Love, Doug Reed
 PTERANODON Gus Glitch, Tony Ledford, Sean Cobourn
 PYRAMID Doug Reed, Wes Love
 PYRAMID DIRECT Cal Swoager
 PYRAMID POWER Wes Love, Doug Reed
 RAWLHIDE Gus Glitch
 RED WALL CHIMNEY
 RESUME Gus Glitch
 RESPIRATOR Wes Love, Doug Reed
 ROCKAFARI I. Fry, Simon Williams
 ROCKY'S ROOF Doug Reed, Wes Love
 SADISTIC RHYTHM Doug Reed, Wes Love
 SAFETY DANCE Gary Mims, Gordy Smith
 SAVE THE WAILS Chris Little, Sean Cobourn (93)
 SCORCHED EARTH DEFENSES Chris Petty (93)
 SCRAMBLE MY FEEDBACK Wes Love, Doug Reed, Scrappy Cloggin
 SECRET SERVICE Mark Pell, Danny Caldwell
 SHADETREE MECHANIC Sean Cobourn, Scott Hunsucker
 SHAVED DOG Sean Cobourn, Chris Little
 SILENCE THE CRITICS Shane Cobourn
 SLABSTERS LAMENT Diab Rabie
 SLABSTERS LAMENT DIR. START Doug Reed
 SLIMEBELLY SNAKEASS SODHOLE SKUNKPIE Shane Cobourn
 SNACK FOOD CRACK Doug Reed, Wes Love
 SNAG Gus Glitch
 SO IT GOES Shane Cobourn, Sean Cobourn
 SOUP LINE Alvino Pon
 SPRING BREAK Freddie Young, Doug Reed
 SPRING FEVER Doug Reed
 SPRING FLING Doug Reed, Wes Love
 SPRING SWING Doug Reed, Wes Love
 STUPID ROOF Doug Reed, Ben Fowler, Wes Love
 STREET PEOPLE Gus Glitch, Eddie Pain, Alvino Pon
 TARGET PRACTICE Rodney Lanier, Wes Love
 TEMPORARY TRADITION Mark Pell, Sean Cobourn

T.K.O. Doug Reed
 TOM TOM CLUB Wes Love, Clarence Hickman
 TOP THAT Doug Reed
 TOP THAT DIR. START Doug Reed
 TOXIC SHOCK Doug Reed
 TOXIC SHOCK DIR. FIN Doug Reed
 TRASH COMPACTOR Doug Reed (solo)
 TRUNDLASAURUS Gus Glitch
 TWO STEP Doug Reed, Wes Love
 TYRANNOSAURS ROX Gus Glitch, Sean Cobourn, Frank Pietra
 UNDER THE TABLE Eddie Pain
 WALL Thomas Kelley, Gary Mims
 WASPAFARIAN I. Fry, Gus Glitch
 WELCOME TO CROWDER'S Cal Swoager, Wes Love
 WHAT ELSE IS THERE TO DO Shane Cobourn, Wes Love, Sean Cobourn
 WHINING Gus Glitch, Diab Rabie
 WHINING AGAIN Gus Clitch, Diab Rabie
 WILL WORK FOR FOOD Tony Ledford
 YOKOHAMA MAMA Rodney Lanier, Brian Flowers
 ZUMA GROOVE Mike Dunn, Sean Cobourn

DEVIL'S CELLAR

CHIMNEY Roger Stephens
 DANTE'S INFERNO Dave Turner, E. Culbertson (82)
 DEVIL'S ROOF Terry Jennings, Lyle Dean
 FINGER CRACK Bob Rotert
 QUIVER Doug Reed, Maurice Reed
 RAINING AGAIN Steve Pope, Phil Bennett (90)
 SISYPHUS Dave Turner, Jerry Clawges (82)
 THREE OLD MEN Steve Longenecker, Bob Watts, Bob Gillespie (72)
 TOY Tripp Halbkat, Ralph Fickel (83)

DEVIL'S COURTHOUSE

FOGGY MT. INDIRECT START Eddie Begoon, Mark Mixson (85)
 FOGGY MT. SHAKEDOWN Eddie Begoon, Chris Caldwell (85)
 NINE LIVES John Taino, Mike McCormick (83)
 TOURIST ROUTE Steve Longenecker, Bob Gillispie, Bob Watts (66)
 ZIG ZAG Steve Longenecker, Bob Gillispie (65)
 ZIG ZAG DIRECT FINISH Eddie Begoon, Ben Barnwell (86)

HAWKSBILL

ADVENTURES WITH JAKE Ron Dawson, Jeep Barrett
 ANNAGODDA PASSAGE Bob Rotert, Ted Anderson
 BETA COMMANDER Bruce Burgess, Chris Caldwell
 BULLFROG Kris Kline, Thomas Kelley, Tom Howard
 CAMPBELL CRACK Doug Reed, Tom Howard
 CHICKEN HAWK Chris Caldwell, Bruce Burgess
 CONVENTIONAL WARFARE Bruce Burgess, Sam Stevenson
 CUNNING MR. LINGUS Galen Howell, Ron Dawson
 DANCIN'DAYS Bruce Burgess, Chris Caldwell
 DIVING BOARD Doug Reed, Thomas Kelley, Tom Howard, Lee Carter
 ENCORE Bruce Burgess, Galen Howell
 EROS Tom McMillan, Tom Howard
 EROS VARIATION Jeff Burton, Carl Lail
 FAT LADY Lee Carter, Tom Howard, Thomas Kelley
 HAIKU Doug Reed, Ron Dawson
 HAIRY CANARY Thomas Kelley, Lee Carter
 HAWK'S ARETE Bruce Burgess, Chris Caldwell
 HAWKSBILL TRAVERSE Tom McMillan, Rich Gottlieb
 I SCREAM..I AM Kris Kline, Bruce Burgess, Thomas Kelley
 ICE CREAM DIRECT Doug Reed, Tim Fisher
 JEEP'S CHIMNEY Jeep Barrett
 JIG ZAG Kris Kline
 KING CONTRARY MAN Sam Stevenson, Thomas Kelley
 KING OF KINGS Galen Howell, John Jackson
 LOST IN SPACE Tom Howard, Jim Downs
 LOW BROTHERS Jeep Barrett, Jeff Long
 NAME UNKNOWN Tom Howard, Lee Carter
 NO FUNK, NO PUNK, NO ELEVATOR JUNK Kris Kline, Matt Gentling
 OUTWARD BOUND Marvin Webb
 PHANTOM OF THE OPERA Bruce Burgess, Galen Howell
 PHASERS ON STUN 5.11a
 RED HOT RIDER Matt Gentling, Mark Owen
 SPACE RACE Doug Reed
 STAR TREKIN Jim Downs, Tom Howard
 SWING YOUR PARTNER Bill Newman, Tom Howard FFA Tom Howard, Jim Okel
 THUNDERBIRD Chris Caldwell, Bruce Burgess
 TIME AVENGER Chris Caldwell, Bruce Burgess
 TIME PASSAGE Doug Reed, Wes Love, Rodney Lanier
 UNORTHODOX BEHAVIOR Jim Okel, Tom Howard, Jim Downs
 WELCOME TO THE JUNGLE Kris Kline, Dan Baines
 WINDY CITY Tom Howard, Jim Downs
 WINGED MONGEL Tom Howard, Jim Downs

LITTLE TABLE ROCK

BR'ER RABBIT Jeep Barrett, Robert Branch
 DEAF, DUMB, AND BLIND Jack Osborne, Jerry Clawges
 LEAGUE OF GENTLEMEN Jim Okel, Trip Collins
 LICENSE TO DOG Kris Kline, Bruce Burgess
 MAX MOGER Ralph Fickel, Tom Howard (86)
 SCARA-FERMA Jim Okel, Tom Howard
 STELLA BY STARLIGHT Lee Carter, Jim Okel
 TASTE OF PASSION Jim Okel, Tom Howard (80)
 TRIPPIPHONICS Tom Howard, Tripp Collins
 VERTICALLUSION Thomas Kelley, Tom Howard, Ralph Fickel

LOOKING GLASS ROCK

AEROSPACE CADET Jeep Gaskin, Don Hunley
 AFTERBIRTH Buddy Price, Doc Bayne (80)
 AIR RAID Whitney Heuermann, Monty Reagan (86)
 ANNE MARIE Peter Young, Todd Wells
 APARTHEID Pat Perrin
 AQUAMAN FA Pascal Robert, Ronnie Cox (90)
 B-52 Ed Begoon, John Gratz (84)
 BALLS TO THE WALL Whitney Heuermann, Jeff Burton, Jeep Gaskin (86)
 BEETHOVEN'S 5TH Eddie Begoon, Noel Dent, Mike Artz (88)
 BLACK OUT Monty Reagan, Lyle Dean (87)
 BLOODY ALTERNATIVE Ed Begoon, Jim MacArthur, John Gratz (84)
 BLOODY CRACK Stan Wallace, Jim McEver, Ron Cousins (73)
 BOUFFANT CURL Jeep Gaskin, Bob Rotert (80)
 BRAIN DEAD Whitney Heuermann, Jeff Burton, Lyle Dean
 BRAIN WALL Forrest Gardner, Greg Allen, Bob Ordner (85)
 CALCANEUS Jon Reggelbrugge, John Eichenberger (86)
 CARBO MAN Jeep Gaskin, Joe Coates (78)
 CAROLINA HOG FARM Forrest Gardner, Shannon Stegg (85)
 CATCH ME NOW I'M FALLING Whitney Heuermann, Jeff Burton (81)
 CHAOS OUT OF CONTROL Monty Reagan et al (87)
 CHIEFTAINS OF CREEP Forrest Gardner, Rob Robinson (85)
 CHILD PRODIGY Mike Artz, Eddie Begoon, Noel Dent (88)
 CORNFLAKE CRACK Art Williams, Mike Holloway (72) FFA Henry Barber, Ric Hatch (76)
 CREATURES OF WASTE Whitney Heuermann, Monty Reagan
 CREATURES OF WING Kris Kline, Burton Moomaw (87)
 CRETINS OF SWING Whitney Heuermann, Jeff Burton, Monty Reagan (84)
 DANGER DOG Monty Reagan, Jeep Gaskin
 DANGEROUS DISTORTIONS Jeff Burton, Lyle Dean (90)
 DAZED AND CONFUSED Monty Reagan, Keith Robinson (81)
 DEAD DEER Chris Caldwell, Jim MacArthur

DEEP THROAT Whitney Heuermann, Lyle Dean, Jeff Burton, Max Bradburn
 DIALING FOR BUCKETS Jeep Gaskin, Whitney Heuermann (83)
 DINKUS DOG Jeep Gaskin, Jeff Burton (79)
 DOG SAVAGE Whitney Heuermann
 DUM DEE DUM DUM FA Brad Shaver, Bob Gillespie (72)
 FFA Bob Mitchell, Ron Cousins (72)
 E.S.P. Bruce Burgess, Kris Kline (88)
 EDGE OF FEAR Jim MacArthur, Chris Caldwell (87)
 ELECTRIC KOOL-AID ACID TEST Eddie Begoon, Mike Artz (87)
 FAT DOG Stan Wallace (solo)
 FEAR AND LOATHING Whitney Heuermann
 FIRST RETURN Ron Cousins, Art Williams (72)
 FLEXIBLE FLYER Bruce Burgess, Chris Caldwell, Porter Jarrard
 FLY BY Whitney Heuermann
 FREE MAN IN PARIS Bob Rotert, Blair Ritter (75)
 GEMINI CRACK Jim McEver, David Broemel (73)
 GLASS MENAGERIE Jeep Gaskin, John Borstelman
 GOOD INTENTIONS Buddy Price, Doc Bayne (77)
 HENRY'S REVENGE FA Doug Carver, Donna Carver
 HOURGLASS Gil Harder, Guy Jacobson (72)
 HYPERBOLA FA Percy Wimberly, J. Seay (75) FFA Grover Cable, Dave Black (77)
 HYPERBOLA DIRECT FINISH Bob Rotert, Tom Kimbress 1977
 HYPERBOLA DIRECT START Ed Begoon, Mike Artz (88)
 INTEGRATION BY PARTS Grover Cable, Dave Black
 INVISIBLE AIRWAVES Whitney Heuermann, Jeff Burton (85)
 INVISIBLE AIRWAVES DIRECT START Eddie Begoon, Mike Artz
 IRREVERSIBLE COMMITMENTS Jeff Burton, Jeep Gaskin (86)
 KILLER WHALES Jim MacArthur, Mike McCormick, Chris Caldwell, Monty Reagan (86)
 LAB RAT Eddie Begoon, Tony Barnes, Doc Bayne
 LABIA Bob Rotert, Jeep Gaskin
 LE PUMP Jeff Lauschey, Monty Reagan (87)
 LEFT UP Stan Wallace, Ron Cousins, Jim McEver (73)
 LEGENDARY NUCLEAR BOMB Monty Reagan, Jeep Gaskin (86)
 LICHEN OR NOT Will Leverette
 LITTLE CREATURES...MONKEY FLAKE Monty Reagan, Bruce Burgess (86)
 MAD HATTER Thomas Kelley, Bruce Burgess (90)
 MAD MAX Pascal Robert, Lyle Dean, Max Bradburn
 MASTER BROW Chris Caldwell, Noel Dent
 NATIONWIDE Jeep Gaskin, Monty Reagan (86)
 NATURAL STATES Galen Howell
 NICK DANGER Jeep Gaskin, Peter White
 NOSE Bob Gillespie, Steve Longenecker, Bob Watts (66)
 NUCLEAR ERECTRION P1. Whitney Heuermann, Lyle Dean, Jeff Burton, Max Bradburn (91)
 NUCLEAR FREE ZONE Jim Beyer (rope solo) (86)

ODYSSEY FA Bob Mitchell, Art Williams FFA Jeep Gaskin, Don Hunley (77)
 OFF THE WALL P1. Eddie Begoon, Jim MacArthur (85) FA Bob Rotert,
 Randy Mann
 OUT TO LUNCH Henry Barber, Ric Hatch (75)
 PANIC VALUE Whitney Heuermann, Jeff Burton, Max Bradburn
 PARACHUTE WOMAN Doc Bayne, Corinne Webb (89)
 PAT EWING Jeep Gaskin, Julia Gaskin, Whitney Heuermann (82)
 PAT EWING VARIATION FA Rich Mintzer (90)
 PEPPER POT TUBE Jim MacArthur, Mark Owen (91)
 PEREGRINE Steve Longenecker, Brian Lee
 PETZL NECK GEEK Jeep Gaskin
 PREDATOR Whitney Heuermann
 PSYCHO BITCH Lyle Dean, Max Bradburn
 PSYCH. DEL. DIGITAL MAN 5.9 A2 Jeff Burton, Mark Stroud, Bill Tennent (85)
 RAT'S ASS Stan Wallace, John Ferguson, Jim McEver, Ron Cousins (73)
 RIGHT UP Jim McEver, M. Wousey, Blair Ritter (74)
 ROWIN'S ROUTE Chris Rowins
 RUBY TUESDAY Jeff Burton, Peter White (82)
 SAFARI JIVE Jeep Gaskin, Don Hunley (79)
 SAFARI DIRECT START Kris Kline
 SEA OF BROWS BY THE WASTE SIDE Chris Caldwell, Eddie Begoon (88)
 SEASIDE FA Mike Vining (89)
 SEAL Bob Mitchell, Will Fulton (69)
 SECOND COMING Stan Wallace, Ron Cousins, Art Williams, Jim McEver (72)
 SECRET ALLOYS Forrest Gardner, Rob Robinson (85)
 SHITS & FEAR Doc Bayne, Flash Holcombe (90)
 SHORT MAN'S SORROW Bill Cecil
 SHRIMP COCKTAIL Whitney Heuermann, Lyle Dean, Jeff Burton, Max Bradburn
 SHRIMP CREOLE Whitney Heuermann, Lyle Dean, Max Bradburn
 SKY PILOT Jimmy MacArthur, Buddy Price
 SKY PIRATES Jimmy MacArthur, Buddy Price
 SLASH Jim MacArthur, Freddie Young (86)
 SLUG Mike McCormick, Les Cordone (84)
 SOLAR WIND Whitney Heuermann
 SONIC BUDDHA Bryan Haslam, Jack Childress
 SOUTHENDER Stan Wallace, Ron Cousins (72)
 SOUTHERN CRESCENT Whitney Heuermann, Peter White
 SPERM Brad Shaver, Bob Mitchell (71) FFA Brad Shaver, Grover Cable (76)
 SUNDIAL CRACK Bob Mitchell, Will Fulton (72)
 SUPER CONDUCTION Percy Wimberly, Guy Jacobsohn (74)
 SUPER CRACK Jeep Gaskin, Whitney Heuermann (82)
 SUPER DIRECTION Jeep Gaskin, Monty Reagan (86)
 TARHEELS Gary Slate, Dave Black, Alan Bartlett (86)
 THRILL OF VICTORY & THE AGONY OF .. Bruce Burgess, Noel Dent (88)
 TITS AND BEER Bob Rotert, Ted Anderson (77)
 T&B DIRECT START Kris Kline

TOWER TRAVERSE Jeep Gaskin, Don Hunley (78) FFA Bill Hoadley,
 Carlton Ramm
 TOXIC WASTELAND Jeff Burton, Whitney Heuermann, Jeep Gaskin (83)
 TWISTED LAUREL Jeep Gaskin, Don Hunley
 TWO LEGGED SNAKE Whitney Heuermann, Jeff Burton (86)
 UNFINISHED CONCERTO Peter Farrah, Henry Foeshipp
 UNITED WAY Chris Caldwell, Ed Begoon, Kris Kline, Doc Bayne, Bruce Burgess
 WASTE NOT, WANT NOT Kris Kline
 WAY RAD Monty Reagan, Jeep Gaskin (86)
 WINDWALKER John Tainio, Peter White
 WOMB Tony Pidgeon, Steve Longenecker, Bob Gillespie (70)
 FFA Jeep Gaskin, Joe Myers (77)
 ZODIAC Buddy Price, Doc Bayne (77)
 ZOMBIE ZOO Whitney Heuermann, Jeff Burton, Max Bradburn, Lyle Dean

MOORE'S WALL

AID RAID Bob Rotert (76)
 AIR SHOW Tom Howard, Bruce Meneghin (76)
 BAT ATTACK Doug Reed, Time Fisher (86)
 BEELZEBUBBA Cobb, Parkinson (94)
 BIMBO BULGE Rich Gottlieb, Jack Carter (77)
 BLACK'S ROUTE John Black
 BLUE CHOCK Paul Kinnaird, Robin Kinnaird (74)
 BOOGIE 'TIL YOU PUKE Monty Reagan
 BREAK ON THROUGH Tom Howard, Tom McMillan (78)
 BREAKING ROCK IS HARD TO DO Rich Gottlieb, Jack Carter (78)
 COMMAND PERFORMANCE Tim Fisher, Dave Petree
 DEATHWISH Carlton Ramm et al
 DO OR DIVE Tom McMillan, Jack Carter, Rob Robinson (78)
 DOAN'S PILLS Tom Howard, Bill Newman
 DOUBLE OUGHT Frank Orthel, Steve Orthel
 EASY HARD Buddy Price, K. Savoy (73)
 EDGE OF FIRE Lee Munson, Pat Munson (79)
 EVERMORE Tom Howard, Bruce Meneghin
 EXCELLENT ADVENTURE Parkinson, Cobb (94)
 FIDDLERS ON THE ROOF Tim Fisher, Jim Overby (85)
 FINGER LOVE Tim Fisher, Jon Reggelbrugge (84)
 FIRST IN FLIGHT Russell Erickson, Todd Skinner (85)
 FIVE EASY PIECES Lee Munson (84)
 GO DOG GO Tim Fisher, Doug Reed (87)
 GOLDEN EARRING Bruce Meneghin, Tom Howard (76)
 GREAT ESCAPE Greg Demeter, Gary Vaurner
 HEAD LIKE A HOLE Parkinson, Cobb (94)
 HODADICAL MASTER Frank Orthel, Steve Orthel
 HOWLIN' YOWLIN Broome, Callicutt (94)

INDIAN HEAD Tim Fisher, Terry Jennings, et al (81)
 JUGGERNAUT Eric Zchiesche, Tom McMillan,
 MEAT PUPPET Parkinson, Cobb (94)
 MIDLIFE CRISES Rick Cobb, Turner, Tom Callicutt, Parkinson (94-95)
 MIGHTY MOUSE Eric Zchiesche, Jim Williamson (85)
 MOONWALK Turner, Parkinson (94)
 MY WIFE'S PAJAMAS Parkinson, Cobb (94)
 NEVERMORE Tim Fisher, Jim Overby (85)
 NEW MOON Turner, Cobb (94)
 NUCLEAR CRAYON Jeff Lauschey, Jon Reggelbrugge (85)
 NUTSWEAT Tim Fisher, Jim Overby (81)
 PLASTIC CAT Doug Reed
 POOH CORNER D. Petree, J. Regelbrugge (86) 2nd pitch T. Fisher, D. Reed
 POPEYE EFFECT John Provetero, David Petree (82)
 QUAKER STATE Rob Robinson, Tom McMillan (78)
 RAISE HELL Tom Howard, Bill Newman (74)
 RASTAFARI Bruce Burgess, Monty Reagan (85)
 RECKLESS ABANDON John Provetero, David Petree (84)
 RELAPSE John Reggelbrugge, Bruce Burgess (86)
 RIDERS ON THE STORM Tom Howard, et al (78)
 ROOF AWAKENING Tim Fisher, Jim Overby (84)
 SCRAMBLED EGGS Charles Adams, Robert Mosley (61)
 SENTINEL DIRECT Robert Mosley, Minor Davis (63)
 SHADOWDANCE Lee Munson, Steve Pachman (84)
 SHIT HOOK Tom Howard, Rich Gottlieb, Bob Rotert
 SOLAR FLARE Eric Zchiesche, Crocker, Cobb, Parkinson (89)
 SPICE Tim Fisher
 STAB IN THE DARK Tom McMillan et al (78)
 STAIRCASE Fess Green, W. Wyland, B. Chatfield (66)
 STARS AND BARS Todd Skinner (85)
 STEP N FETCH Jess Tucker (84)
 SUNSPOT Zchiesche, Cobb (89)
 SUPERCRIMP Howie Feinsilber (95)
 SUPERSATURATION John Provetero, David Petree
 TOO MUCH FUN Bruce Meneghin, Tom Howard (76)
 UNDERCOVER LOVER Tom Callicutt, J. Fisher (94)
 UNDERDOG Doug Reed
 UNNAMED CORNER Rich Gottlieb
 VASCULAR DISASTER Tim Fisher, Jim Overby (85)
 VODOO CHILE Jeff Lauschey, Bruce Burgess (86)
 WELCOME TO MOORE'S Tim Fisher, David Petree, Tim Schneider
 WHIPPING POST Frank Orthel, Steve Orthel
 WILD EYED SOUTHERN BOYS John Black
 WILD KINGDOM Tom McMillan, et al FFA Tom McMillan, Rob Robinson (78)
 WILDLIFE Doug Reed
 ZEUS Harrison Dekker

ZOMBIE WOOF Carlton Ramm, et al (78)
 ZOO VIEW Tom Howard, Bruce Meneghin (76)

NORTH CAROLINA WALL

APRICOT JAM Bob Rotert, Tom McMillan (73)
 BLACK UHURU Ralph Fickel, Mark Stroud
 BOB GNARLY Dave Turner, Jerry Clawges 82
 BROTHERS START Ferguson brothers (74)
 BUMBLE FINGERS Kris Kline (solo)
 BUMBLEBEE BUTTRESS Bob Mitchell, Bob Gillespie (70)
 BUMBLEEDINK Tom Howard, Jim Okel, Dan Perry (81)
 CAMEL, NORTH FACE Steve Pope, Phil Bennett (90)
 CAPT. HOOKS NAMELESS NIGHTMARE Tom McMillan, Bob Rotert, Eric
 Zchiesche, Lindsay Broome (79)
 CAROLINA JAM Lyle Dean, Kitty Calhoun (82)
 CORNER Art Williams, Mike Holloway (71)
 DADDY Art Williams, Mike Holloway (72)
 DANCING IN THE DRAGONS JAWS Doug Auld, Ron Dawson (85)
 DIAGONAL Guy Jacobson, Perry Wimberly (74) FFA Bob Rotert, Kenny Hibbits, Ted
 Anderson (77)
 DIRECT ACTION Jim Beyer (solo)
 ELECTRIC AVENUE Ralph Fickel, Tripp Halbkat 83
 GOOD HEAVENS Bob Mitchell, Bob Gillespie (70)
 GREYWOLF Ralph Fickel, Mark Stroud (86)
 GROUND ZERO FA Thomas Kelley, G. Mims (87) FFA Kris Kline, T. Kelley (87)
 GUNSHY Dave Turner, Henry Browning
 HAM AND EGGS Bob Rotert, Tom McMillan (73)
 HECKFIRE Roger Stephens, Tom Howard (74)
 HOLY MOSES Bob Mitchell, Art Williams (72)
 IGUANA CRACK Bob Rotert, Ted Anderson
 JAMAICA Dave Turner, Jerry Clawges 82
 JEWEL OF THE NILE Kris Kline, Thomas Kelley (88)
 JIMMY CLIFF Ralph Fickel, Carlson 84
 JOEY THE JERK Ralph Fickel, Mark Stroud
 KING PUMP Kris Kline, Thomas Kelley (88)
 KK VARIATION Kris Kline
 LABYRINTH Bob Mitchell, Guy Jacobson, John Ferguson (72)
 LAND OF THE LITTLE PEOPLE T. Kelley, Ralph Fickel, Mark Stroud (86)
 LIMBO Ralph Fickel, Kip Conner (80)
 LIMEY Bob Mitchell, Art Williams, Mike Holloway, Thomas Holloway (72)
 LIVE CHICKEN IN YOUR PANTS Ralph Fickel, Mark Stroud (86)
 LOST IN SPACE Peter Noebles, Lyle Dean (80)
 MITZEITZUSPAREN Tom Howard, Dan Perry
 MU Ralph Fickel, Mark Stroud (86)
 MUMMY Bob Gillespie, Bob Mitchell, Steve Longenecker (71)

OPEN BOOK Guy Jacobson, Gil Harder FFA Bob Rotert, Randy Mann
 PATIENCE Doug Reed, Lee Carter (87)
 PIXIE WALL Doug Reed, Chip Self (87)
 PROW Williamson, Calkins, Damp (70)
 PROW OF GOOD HEAVENS Ralph Fickel, Phil Pierce (79)
 PROW RIGHT Art Williams, Mike Holloway (73)
 RATTLESNAKE CRACK Tom Howard, Bruce Meneghin
 RINKY DINK Brad Shaver, Bob Mitchell, Art Williams FFA Jim Okel,
 Tom Howard, Shannon Stegg (80)
 RINKY DINK DIRECT Kris Kline, Thomas Kelley (87)
 ROCK LIKE AN EGYPTIAN Kris Kline, T. Kelley (87)
 SCREAMIN MEEMIES Kris Kline (solo)
 SD MODIANO Mike Dunn, Sean Cobourn (82)
 SHAZAM Peter Noebles, Mike Fischesser, Lyle Dean (79)
 SHORT CAKE Bob Mitchell, Bob Gillespie (71)
 SHORT PUMP Ed Begoon, Jim MacArthur (85)
 SHORTCUT Guy Jacobson, Gil Harder (73) FFA Joe Coates (75)
 SIMPLE MINDS Mark Stroud, Ralph Fickel (86)
 SISTER SEAGULL Ralph Fickel, Peter White (79)
 SKUNK CRACK Jim Okel, Tripp Collins (80)
 SLIMEY Gil Harder, Guy Jacobson, Mickey Craig (72)
 SOMETHING ELSE Kip Conner, R. Peters (73)
 SPACE WRANGLER Ryan Beasley, Mark Stroud, Ralph Fickel
 SPECTRE MAN Eric Zschieshe, Robin Hinkle (80)
 ST. PAULI GIRL Ralph Fickel, Jeep Gaskin, Peter White (80)
 STAGE LEFT Peter Noebles, Lyle Dean (79)
 STANDARD DEVIATION Jim Okel, Tom Howard (81)
 STD DEVIATION VAR. Thomas Kelley, Lee James (91)
 STEEL PULSE Mark Stroud, Ralph Fickel
 TARANTULA Bob Mitchell, Ron Cousins (72)
 THIRD WORLD Ralph Fickel
 TIGHTROPE Brad Shaver, Bob Mitchell, Bob Gillespie (71)
 TRANSYLVANNIAN HOLIDAY Tom Howard, Dan Perry (81)
 TRENCH TOWN Ralph Fickel, Mark Stroud
 TRINIDAD Thomas Kelley, Ralph Fickel (85)
 TURKEY BEARD Doug Reed, Chip Self (86)
 ULTRA JERK Ralph Fickel, Lisa Murray (91)
 ULTRAMAN Lindsay Broome, Tom McMillan, Jim Okel (80)
 WISE GUYS Kris Kline, Thomas Kelley (88)
 YO MAMA'S A RASTA Tom Howard, Dan Perry 83
 YOUTH IN ASIA Ralph Fickel, Mark Stroud (86)
 ZAGGER Art Williams, John Ferguson (72)

PILOT MOUNTAIN

BLIND PROPHET Lee Munson (to BLACK & BLUE)
 ETHICS IN BONDAGE John Black
 GENTLE BEN Bill Webster
 MILD MANNERED SECRETARY Annmarie Williams, John Black
 ONE BOLT Eric Zchiesche
 TURKEY SHOOT John Black

SHIP ROCK

5.11 ROOF Doug Reed
 AIRLIE GARDENS Tom Howard, Dan Perry
 ALTERNATIVE MAN Mark Terrant, Galen Howell (91)
 ANAL ASPECT Woody Keene, Joanne Keene
 ANGUISH OF CAPTAIN BLIGH Maurice Reed, Doug Reed, Vernon Scarborough
 ARETENAPHOBIA FA Jimi Combs, Jimmy Guinyard
 ARTISTIC ARETE Doug Reed (86)
 B.O.G. MAN Tom Howard, Thomas Kelley
 B.O.G. MAN DIRECT Doug Reed
 BAT MAN Tom Howard, Dan Perry
 BALTI PORTER Jim Okel, Woody Keen
 BOARDWALK Lisa Perry, Dan Perry (82)
 BORROWED TIME Tom Howard, Dan Perry (80)
 BROACH Doug Reed (87)
 BUFFALO NICKEL Bob Mitchell, Dan Perry (81)
 BUFFALO TIME Tom Howard, Dan Perry
 CHROMIUM CHAIN Doug Reed (85)
 CONSTRUCTION JOB Tom Howard
 EDGE OF A DREAM Tom Howard, Dan Perry (80)
 EROS VARIATION Jeff Burton, Carl Lail
 FIRE POINT Tom Howard, Dan Perry (84)
 FIRST FLIGHT Doug Reed, Maurice Reed, Vernon Scarborough
 FULL CONTACT Doug Reed, Byron Bridges (86)
 GORPIN ENGULFIN Doug Reed, Kris Kline, Eddie Begoon (86)
 GUMFIGHTER Maurice Reed, Doug Reed, Vernon Scarborough
 HARPOON Jim Okel, Tom Howard, Lee Carter (81)
 HINDU KUSH Bob Mitchell, Dan Perry (81)
 HINDU KUSH DIR. START Doug Reed, Mike Grimm (86)
 HOP, SKIP, AND A JUMP Doug Reed, Vernon Scarborough
 JAM SCAM Tom Howard, Dan Perry (81)
 JINGOIST Doug Reed, Chip Self (86)
 K.B. CAPERS Jim Okel, Dan Perry (81)
 LADY JASMINE Woody Keen, Steve Linn
 LEFT OF BUFFALO NICKEL Lee Carter, Jon Crotts (81)
 LINK Doug Reed

LINN COVE LULLABYE Tom Howard, Dan Perry, Lee Carter
 LOST AT SEA Joanne Keen, Woody Keen
 MAIDEN VOYAGE Trip Collins, Clyde Mann
 ME AND MY R.P. Doug Reed, Tom Howard
 NUTRASWEET Dan Perry, Jon Crotts (84) FFA Doug Reed (86)
 OB ROUTE Steve Owen, Jeep Barrett
 PATIO ROOF Maurice Reed, Doug Reed (86)
 PHASER Doug Reed, Tom Howard (84)
 PROTECTORATE Tom Howard, Doug Reed (84)
 RAZOR BOY Doug Reed, Byron Bridges (86) ALT. FIN 5.12 Doug Reed,
 Chip Self (86)
 REVIVAL Doug Reed, Byron Bridges (86)
 ROSIN BRED Tom Howard, Dan Perry (83)
 ROSIN BRED ROOF FIN. Doug Reed, Tom Howard (86)
 SAVE THE WHALES Lee Carter, Jim Okell, Dan Perry (80)
 SHERWOOD'S FIRST Lee Carter, Sherwood
 SHIP ROCK TRAVERSE Tom Howard, Dan Perry (82)
 SPECIAL FORCES Doug Reed, Vernon Scarborough
 STEAM FINISH Dan Perry
 STRATTLE CASTOR Tom Howard, Dan Perry (83)
 TIGHT OYSTER Clarence (Scrappy) Hickman
 TIGHT OYSTER DIR. START Mike Grimm, Vernon Scarborough
 V-8 Kenny Love, Dan Perry
 VEIN OF PAIN Wes Love, Doug Reed
 WELCOME HOME Joanne Keen, Woody Keen
 WELCOME TO WATAUGA Wes Love, Rodney Lanier FFA Shannon Stegg,
 Jim Okel
 WOUNDED HINDU Maurice Reed, Tim Fisher, Doug Reed (86)
 WOUNDED KNEE Tom Howard, Dan Perry (81)

SHORTOFF

ARMED ROBBERY Chris Caldwell, Bruce Burgess
 BIG CORNER Joe Coates, Beth Bennett (75)
 BIG CORNER (Alt. start) Jim Okel, Dan Perry, Tom Howard (81)
 BLADE RUNNER Bruce Burgess, Thomas Kelley, Victor Moore (90)
 BLUE NUDE Matt Gentling, T. Kelley (95)
 BONSAI Thomas Kelley, Rodney Lanier (93)
 BORN TO BE FREE Tom Howard, Bill Newman (80)
 FFA Bruce Burgess, Chris Caldwell
 BUILT TO TILT Tom Howard, Jim Okel (81)
 BUSH BABIES Tom Howard, Becky Richardson
 CASCADING COLLUVIAL KALEIDOSCOPE Tom Howard, Bill Newman
 CHAMELEON Thomas Kelley, Tom Howard, Lee Carter (87)
 CHANGE UP Tom Howard, Thomas Kelley, Gary Mims (82)

C.O. Will Gulton, Andy Damp
 CONSTRUCTION JOB Rich Gottlieb, Tom McMillan (76)
 DELIVERANCE Thomas Kelley, Tom Howard, Gary Mims (85)
 DOPEY DUCK Tom Howard, Jim Okel (81)
 DIZZY GILLESPIE Dan Perry, Tom Howard, Jim Okel (81)
 ECUMENICAL SERENADE Rich Gottlieb, Tom Howard, Bruce Meneghin
 ED, LEW, BOBBY AND DREW T. Kelley, Carl Lail (95)
 ELVIS LIVES Thomas Kelley (92)
 ENTERPRISE Ralph Fickel, Thomas Kelley, Jonathan Kruegger (86)
 FALSE PARADISE Tom Howard, Bill Newman (79)
 FULL TILT BOOGIE Doc Bayne, Buddy Price (95)
 GOING FOR BAROQUE Tom McMillan, Jim Okel, Tom Howard (81)
 HE'S DEAD JIM Thomas Kelley, Charles Wilson (85)
 HELP MR. WIZARD Lyle Dean, Kitty Calhoun (82) FFA Jim Okel,
 Tom Howard, Thomas Kelley (82)
 JULIA Bruce Meneghin, Tom Howard
 LICHEN EXPRESS Ed Begoon, Jim MacArthur (85)
 LOW SELFISH TEAM Thomas Kelley, Matt Gentling, Mark Owen (92)
 MAGINOT LINE Brad Shaver, Tony Pidgeon
 MAGINOT (Alt. 2nd pitch) Tom Howard
 MATISSE Thomas Kelley, Mark Owen (93)
 MEN WITHOUT HAIR Thomas Kelley, Rodney Lanier (93)
 NAME UNKNOWN #12 Ken Pitts, Carl Lail (95)
 N.B.A. (NOTHING BUT AIR) Bruce Burgess, Chris Caldwell
 NITESHIFT Mark Stroud, Ralph Fickel (86)
 PARADIGM SHIFT Tom Howard, Jim Okel
 PARADISE ALLEY Tom Howard, Bill Newman (79)
 PERUSAL Tom Howard, Thomas Kelley, Gary Mims (92)
 PINBALL WIZARD Thomas Kelley, Lee James (91)
 RALPHS SOLO Ralph Fickel
 SANDINISTA Ralph Fickel, Mark Stroud (86)
 SCREAM DREAM Tom Howard, Jim Okel, Bill Newman (80)
 SERENTRIPITOUS Tom Howard, Trip Collins (81)
 SHOOTING GALLERY Thomas Kelley, Joe Lackey, Mark Owen (92)
 SHORT CRACK Ralph Fickel, Peter White (81)
 SHORTOFF SPIRE Thomas Kelley, Mark Owen (93)
 SPARKY Thomas Kelley, Mark Owen (93)
 STRAIGHT AND NARROW Tom Howard, Bruce Meneghin (76)
 TOMMY GUN Thomas Kelley, Mark Owen (92)
 TWIST OF FATE Thomas Kelley, Katie Newsom (91)
 UNDERSTATED TAILORING Bill Newman, Tom Howard (80)
 WARP FACTOR T Thomas Kelley, Tom Howard, Tim Fisher (86)
 WHITE CORNER Ralph Fickel, Jeep Barrett (82)

SITTING BEAR

- INVISIBLE PEOPLE Burton Moomaw, Eddie Whittemore
 ORIGINAL ROUTE John Lawrence, Will Fulton, Steve Longenecker (68)
 SOUTH FACE Kris Kline (rope solo) (87)
 TWIN SCENES Mike Fischesser
 VISION QUEST Peter Young, Burton Moomaw (85)

SNAKE DEN

- 5.9 Russell Wyatt, John Tainio
 BOOKENDS Art Williams, Mike Holloway (72)
 FER-DE-LANCE Thomas Kelley, Sam Stevenson
 REDNECK John Tainio
 SUNNY DAYE Guy Jacobson, Mike Holloway (72)
 SYRINGE Mike Holloway, Art Williams (72)
 TESTOSTERONE BUNNY Michael Lynn, Adam Boyd, Russ Kelly
 YO MAMBA Sam Stevenson, Thomas Kelley

STONE MOUNTAIN

- ADRIFT Bill Webster, Emily Hull-Ryde
 AMTRACK Vince Davis (solo)
 ANCHOR RODE Fess Green, W. Wyland (69)
 BACK TO SCHOOL Jess Tucker (85)
 BANANA BREATH Chris Rowins, Chris Wychowski
 BLOOD ON THE TRACKS Sandy Fleming, Steve Pachman, Ron Shehee
 BOMBAY GROOVE Chris Rowins
 BOWL GAME Jess Tucker, Vince Davis
 BROWN SUGAR Sandy Fleming, Steve Pachman (84)
 CAVEMAN Tom McMillan, Jim McEver
 CHAPPED GREEN Jess Tucker, Vince Davis
 DARK STAR Jeff White (rope solo)
 DEFEET Vince Davis, Jess Tucker
 DIRTY DOZEN Gary Slate, Dave Black, Alan Bartlett
 DISCIPLINE Sanding Fleming, Steve Pachman (5.11 var. Lee Munson)
 DIXIE CRYSTALS Gerald Laws, Kenny Hibbits (78)
 DREAM ON Kelvin Sparks, Tommy Croitz
 DREAM WAVES Chris Rowins, T. Meager (76)
 ELECTRIC BOOBS Bob Rotert, Tom McMillan
 FACE VALUE Jeff Lauschey, Monty Reagan
 FANTASTIC Gerald Laws, Buddy Price (74)
 FLEET FEET Zeb Gray
 GRAND FUNK RAILROAD Bob Mitchell, Will Fulton
 GREAT ARCH B. Chatfield, Fess Green (65)
 GREAT BROWN WAY Chris Rowins, Chris Wychowski

- GREAT WHITE WAY Gerald Laws, Buddy Price
 HAPPY TRAILS Jeff White, Gary Slate FFA Jeff White, Fred Bauer (80)
 HIGH ANXIETY Gary Slate, Jeff White
 IMPOSSIBLE DREAM Sandy Fleming, Steve Pachman (82)
 INDIAN LOOKOUT Gerald Laws, Mike Fischesser, Jerry Laws, John Davis (73)
 INDIAN LOOKOUT DIRECT FINISH Gerald Laws
 INDIAN LOOKOUT DIRECT START Gerald Laws
 LAST DANCE Jim Beyer, Bill Hoadley
 MERCURY'S LEAD Bob Rotert, Tom McMillan (74)
 MERK-N-MAN Gerald Laws
 NO ALTERNATIVE George DeWolfe, R. Wright, Palmer (65)
 ORANGE BLOSSOM SPECIAL Kenny Hibbits, Gerald Laws
 P.F. FLYERS Sandy Fleming, Steve Pachman
 PANDORA'S WAY Bob Rotert, Tom McMillan
 PEER PRESSURE Eric Zchiesche, Robin Hinkle
 PERMISSION GRANITE Sandy Fleming, Jess Tucker,
 Jim Bodenhammer, Kenny Hibbits (84)
 POPSICKLE TOES Jess Tucker, Vince Davis, Diane Markham
 PULPIT Will Gulton
 PURPLE DAZE Jess Tucker, Vince Davis, Pat Land
 PYROMANIA Sandy Fleming, Jim Bodenhammer, Jess Tucker (84)
 QUINN THE ESKIMO Jess Tucker, Vince Davis
 RAIN DANCE Sandy Fleming, Jess Tucker (87)
 RAINY DAY WOMEN Jim McEver, Bob Rotert, Tom McMillan,
 Gerald Laws (74)
 REBEL YELL Jess Tucker, Tim Schneider
 REQUIEM TO A DREAM Lee Munson, Steve Pachman (Dir. Steve Pachman)
 RICE KRISPIES Kenny Hibbits, Rick Kendrick
 ROAD SHOW Vince Davis, Jess Tucker
 SATURDAY NIGHT LIVE Chris Rowins
 SERMON Bill Webster, Janet Morrow
 SIDE SHOW Gerald Laws
 STAINLESS STEEL Gerald Laws, Mike Fischesser (73)
 STORM IN A TEACUP Sandy Fleming
 STRAWBERRY PRESERVES Eric Zchiesche, Robin Hinkle, Lindsay Broome
 SUFFICIENTLY BREATHLESS Bob Rotert, Ewell Culbertson (74)
 SURFER JOE AND MOE THE SLEEZE Jess Tucker, Vince Davis
 TAKEN FOR GRANITE D. Perkins, D. Matthews
 TEARDROP M. Dumic, J. Butkins, T. Cook (76)
 TEFLON TRIP Chris Rowins, Chris Wychowski
 WET DREAMS Vince Davis (solo)
 WHITE WAY DIRECT Gerald Laws, Buddy Price
 YARDARM Jim Dailey, Stan Wallace (72)
 ZEN SLAB Jeff White (rope solo)
 ZOO LOVE Vince Davis (solo)

TABLE ROCK

- BLOOD, SWEAT, AND TEARS Jim Dailey
 BLOODY HOG Julian Smith (94)
 BORN FREE Jim Gravely (81)
 BURNING MAN Doug Auld, Ron Dawson (86)
 CAVE ROUTE U.S. Army
 CHAMP'S ROUTE Roy Crawford, Grey Amburgey (late 70s)
 COLD TURKEY Guy Jacobson, Lee Porter, Mickey Craig (72)
 CRACKERJACK Carl Roncke, Rufus Little (71)
 EXCESS REALITY Peter Young, Jeep Barrett (84)
 FALSE IMPRESSIONS Cliff Martin, Wayne Bowman (77)
 FIELD'S DIRECT Don Fields, Roy Crawford, Craig Warzon (late 70s)
 FRESH GARBAGE Bob Rotert, Diff Ritchie (76)
 FUTURE PRIMATIVE Ron Dawson, Doc Klein, T. Schumacher, W. Nemeth (88)
 GARBAGE DISPOSAL Robert Branch, John Gibson (89)
 GUY'S SMILE Roy Crawford, Don Fields, Craig Warzon (late 70s)
 HANG HOG VAR. Jim Okel, Tom Howard (82)
 HANGING HIGH Guy Jacobson, Percy Wimberly FFA Brad Shaver,
 Mickey Craig (74)
 HELMET BUTTRESS Mickey Craig, Tom Howard, Jim Dailey (73)
 HELMET VAR. 5.8 Tom Howard et al
 HELMET VAR. 5.9 Tom Howard et al
 LITTLE TITTIES Jim Gravely
 KEEP AND ARM BEARS Dan Flowers, Chris Little (92)
 LOCK OR DROP Thomas Kelley, Kris Kline
 LOOK MA NO BOLTS Kris Kline, Thomas Kelley
 LOVERS IN A DANGEROUS TIME Ron Dawson, Camille Bibles (87)
 MACHO DORITO Jim Gravely
 MOURNING MAIDEN Brad Shaver, Diff Ritchie (76)
 MY ROUTE Jed Williamson (69)
 NO WORKMAN'S COMP Roy Davis, Andy Damp (70)
 NORTHEAST PASSAGE Jim Downs, Tom Howard
 ON MISTY EDGE Peter Young, Peter Noebles (85)
 OPA Arno Ilgner, John Harlin (85)
 PEEK-A-BOO Bob Mitchell, Bob Gillespie (70)
 PEEK-A-BOO DIRECT Joe Coates
 PERSISTENCE OF VISION Ron Dawson, Gerald Hutchinson (87)
 PETERBUILT Peter Noebles, Jim Walker
 RAPID TRANSIT Thomas Kelley, Ryan Beasley (92)
 RIP VAN WINKLE Paul Cobb, Tom McMillan
 SECOND STANZA John Lawrence, Chuck Sproull FFA Bob Gillespie, Steve
 Longenecker, Roy Davis (70)
 SKIP TO MY LOU Outward Bound School
 TALKIN BOUT MUDFLAPS...Jeff Burton, Lyle Dean (90)
 TOWER TRAVERSE Robert Branch
 TRUE GRIT Peter Prandoni, Peter Young (72)

- TRUE GRIT DIR. FIN. Bob Rotert, Ted Anderson (79)
 TWO PITCH Jim Anthony
 WEDDING PRESENT Peter Noebels, Chuck Parker
 WHATS UP DOC Doc Klein, Ron Dawson, Jeep Barrett
 WHITE LIGHT Peter Young, John Lawrence (71)

VICTORY WALL

- BATTLE OF THE BULGE Chris Caldwell, Bruce Burgess, Buddy Price
 BROTHERS IN ARMS Eddie Begoon, Kris Kline (86)
 FABULOUS THUNDERBIRD Eddie Begoon, Barry Love (86)
 INSUFFICIENT FIREPOWER Eddie Begoon, Chris Caldwell (85)
 RAMPAGE Chris Caldwell, Eddie Begoon (85)
 SEMI-WARRIOR Chris Caldwell, Eddie Begoon
 SMALL WONDERS Eddie Begoon (85)
 WAR PIG Eddie Begoon (86)
 WELCOME TO THE WAR Chris Caldwell, Eddie Begoon, Jim MacArthur (85)

WHITESIDE MOUNTAIN

- BLARNEY STONE Arno Ilgner, Eddie Whittemore, Mark Cartwright (86)
 BOULDER PROBLEM IN THE SKY Diff Ritchie, Bob Rotert
 FFA Rotert, St. John (76)
 BOULDER PROBLEM IN SPACE Forrest Gardner, Todd Wells (91)
 CATHOLIC GIRLS Ted Anderson, Jeep Gaskin, Bob Rotert
 CATHOLIC GIRLS DIRECT Mark Lassiter, Shannon Stegg (90)
 CONNECTIONS Doc Bayne, Nick Williams, Jeep Gaskin (93)
 ESCAPE ROUTE Bob Rotert, Keith Robinson, Peter Young (81)
 HARD UP FOR CRACKS Bob Rotert, Sandy Fleming, Steve Pachman (81)
 KKK VARIATION Arno Ilgner, John Black (91)
 LITTLE MISS DANGEROUS Arno Ilgner, Mark Ilgner, Doyle Parsons (90)
 NEW DIVERSIONS Bob Rotert, Thomas Kelley (82) FFA Arno Ilgner,
 Thomas Kelley (86)
 NEW PERVERSIONS Bob Rotert, Butch Palmer (76) FFA Lee Munson,
 Todd Wells (86)
 ORIGINAL ROUTE Peter Young, J. Whisenant, J. Marshall,
 J. Lawrence (71) FFA Bob Rotert (77)
 PARENTAL GUIDANCE FA Doc Bayne, Mark Lassiter (92)
 POWER CUTS Arno Ilgner (97)
 PROMISED LAND Arno Ilgner, Glen Ritter (91) (P1 & P3 Kris Kline)
 ROOM TO BREATHE Kris Kline, Mark Owen (90)
 ROUTE DOCTORS Whitney Heuermann, Doc Bayne
 SHIP OF FOOLS P.1-7 Mark Cartwright, Eddie Whittemore (87)
 P.8-12 Mark Ilgner, Arno Ilgner, Eddie Whittemore (88)
 S.W. ARETE Jim Corbett, Mark Lassiter (90)

TRADITIONS Mark Lassiter, Debbie Lassiter, Bob Ordner (89)

FFA Doc Bayne (90)

VOLUNTEER WALL Arno Ilgner, Mark Cartwright, Eddie Whittemore (85)

FFA Arno Ilgner, Mark Ilgner (90)

WHIPPING BOY Doc Bayne, Mark Lassiter, Nick Williams (93)

Errata

The following route information was received too late for inclusion in the main body of the third edition.

MOORE'S WALL

(See page 33)

DROOL TOOL 5.11a

Located between NEW MOON and MOONWALK.

FA Mike Turner, Dave Ware

PINK FLAMINGO 5.10a

Located right of NEW MOON.

FA Mike Turner

TABLE ROCK

(See page 153)

CHIZLEFICHE 5.7

Located just left of FUTURE PRIMATE.

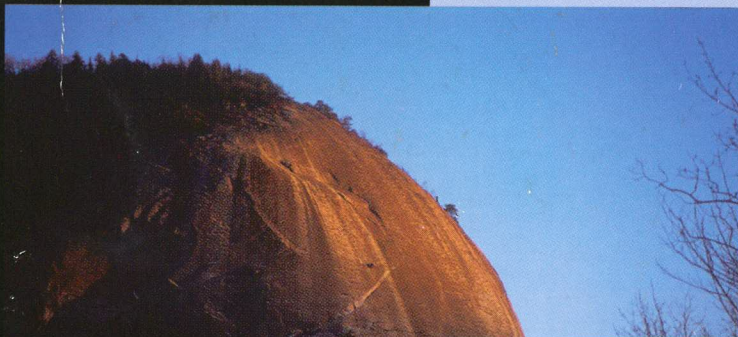
FA Cecil Teeters, Ken Potts

THE CLIMBER'S GUIDE TO



North Carolina

- Big Green Mountain**
- Cedar Rock**
- Crowder's Mountain**
- Hawksbill**
- Looking Glass Rock**
- Moore's Wall**
- North Carolina Wall**
- Pilot Mountain**
- Ship Rock**
- Shortoff Mountain**
- Snake's Den**
- Stone Mountain**
- Table Rock**
- Whiteside Mountain**



BLACK DOME MOUNTAIN SPORTS
24544 24.95
CLIMBERS GUIDE NORTH CAROLI

Published by
Earthbound Sports, Inc.

ISBN: 0-9643698-2-6

The Climber's Guide To **North Carolina**

3rd
EDITION

1995

**Thomas
Kelley**

NORTH CAROLINA

