A ROUGH BOULDERING GUIDE TO

# HARPERS FERRY

## MARYLAND WEST VIRGINIA VIRGINIA

THIS DOCUMENT CONTAINS MAPS AND PROBLEM LISTS FOR CERTAIN BOULDERING AREAS IN AND AROUND HARPERS FERRY. THE GRADES ARE APPROXIMATE DESCRIPTIONS.

FOR MORE INFORMATION, PHOTOGRAPHS, AND AREAS PLEASE VISIT

http://www.harpersferryclimbing.com & http://harpersferryclimbing.blogspot.com

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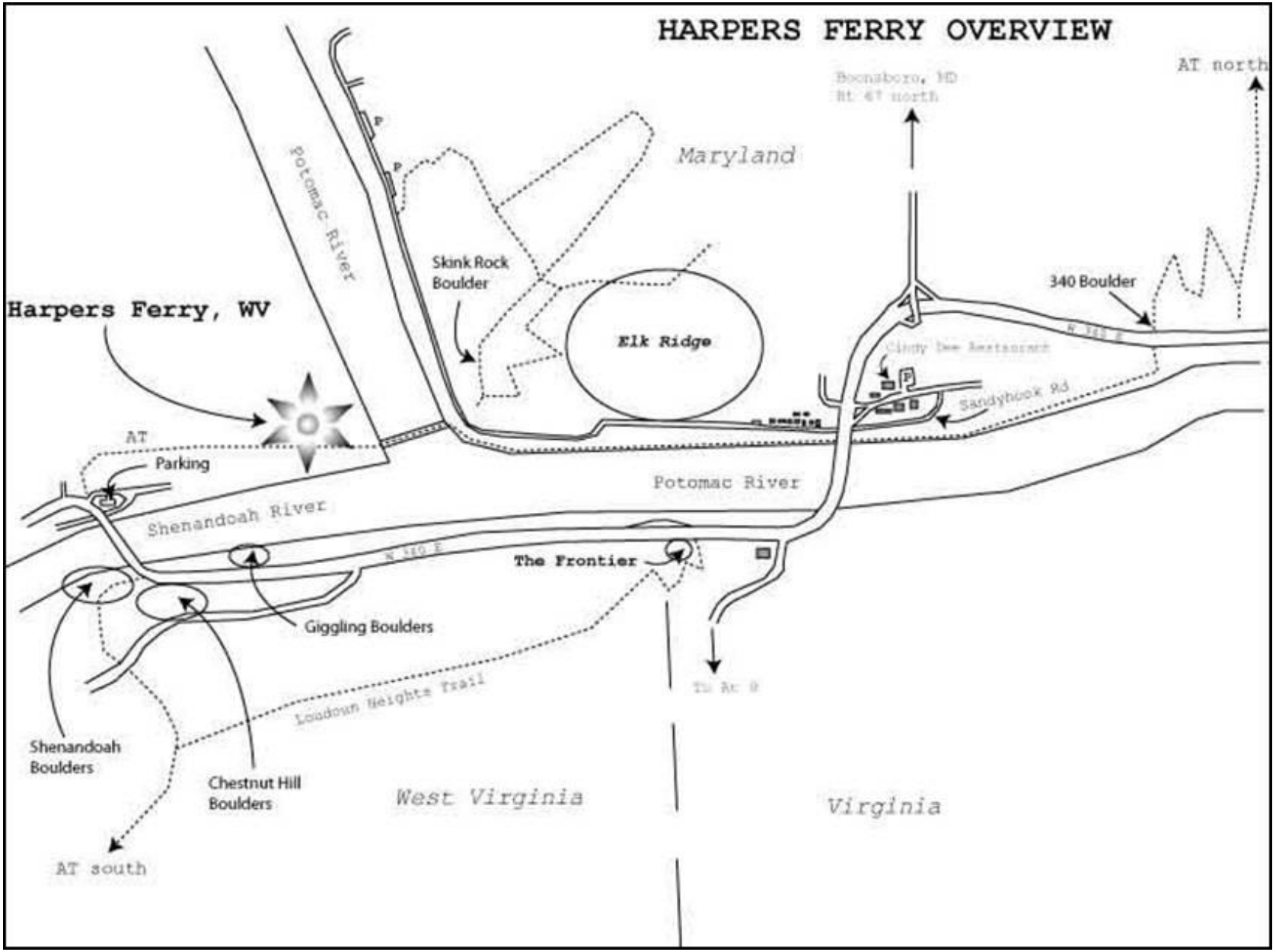
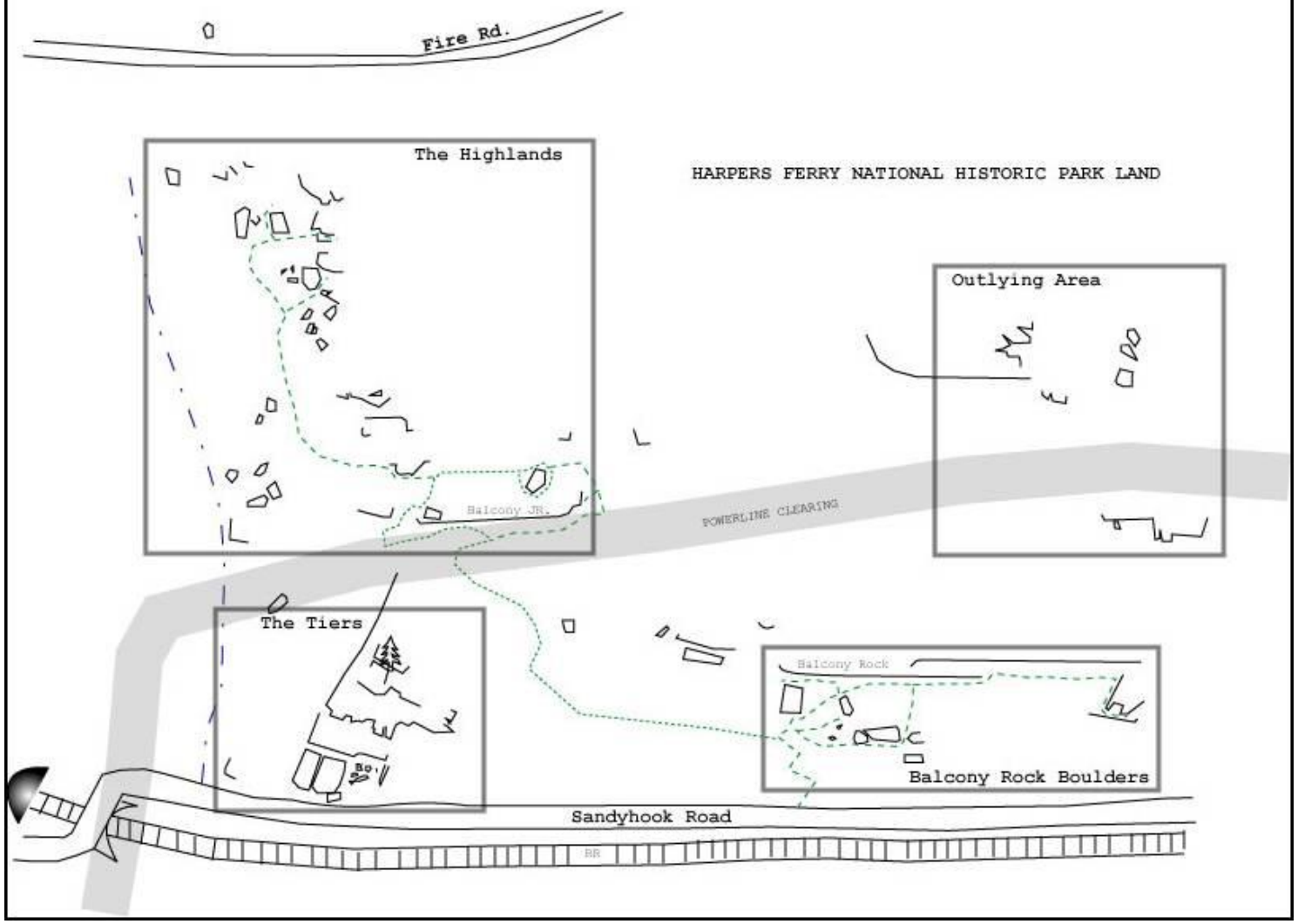
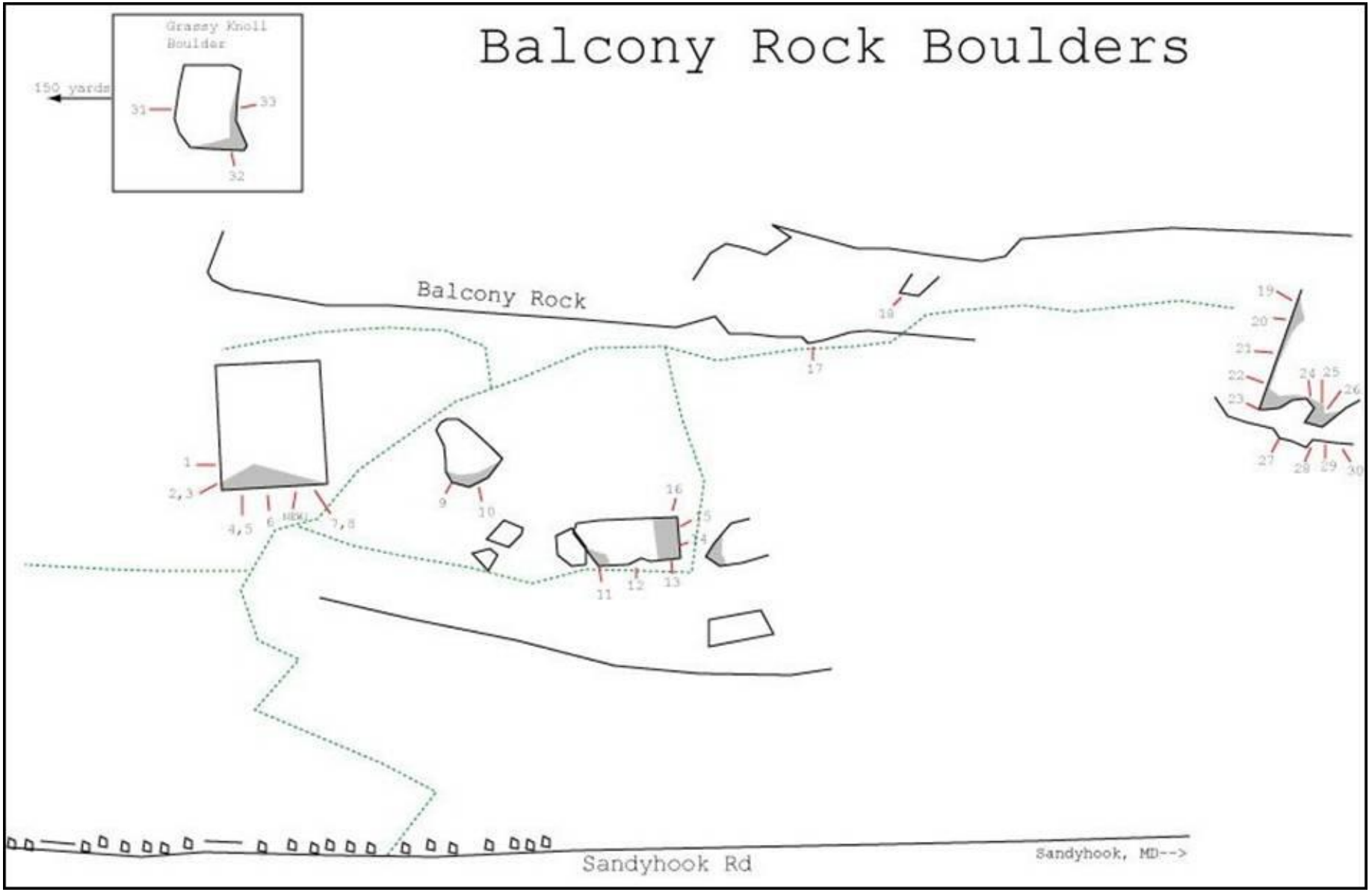
BY CONRAD J SCHAEFER


HARPERS FERRY OVERVIEW
AT north
Boonsboro, MD
Rt 67 north
Maryland
Potomac River
Skink Rock
Boulder
Elk Ridge
340 Boulder
Harpers Ferry, WV
Cindy Dee Restaurant
Sandybook Rd
AT
Parking
Potomac River
Shenandoah River
The Frontier
Giggling Boulders
To Rt 9
Loudoun Heights Trail
Shenandoah
Boulders
Chestnut Hill
Boulders
West Virginia
Virginia
AT south

# ELK RIDGE OVERVIEW



# Balcony Rock Boulders



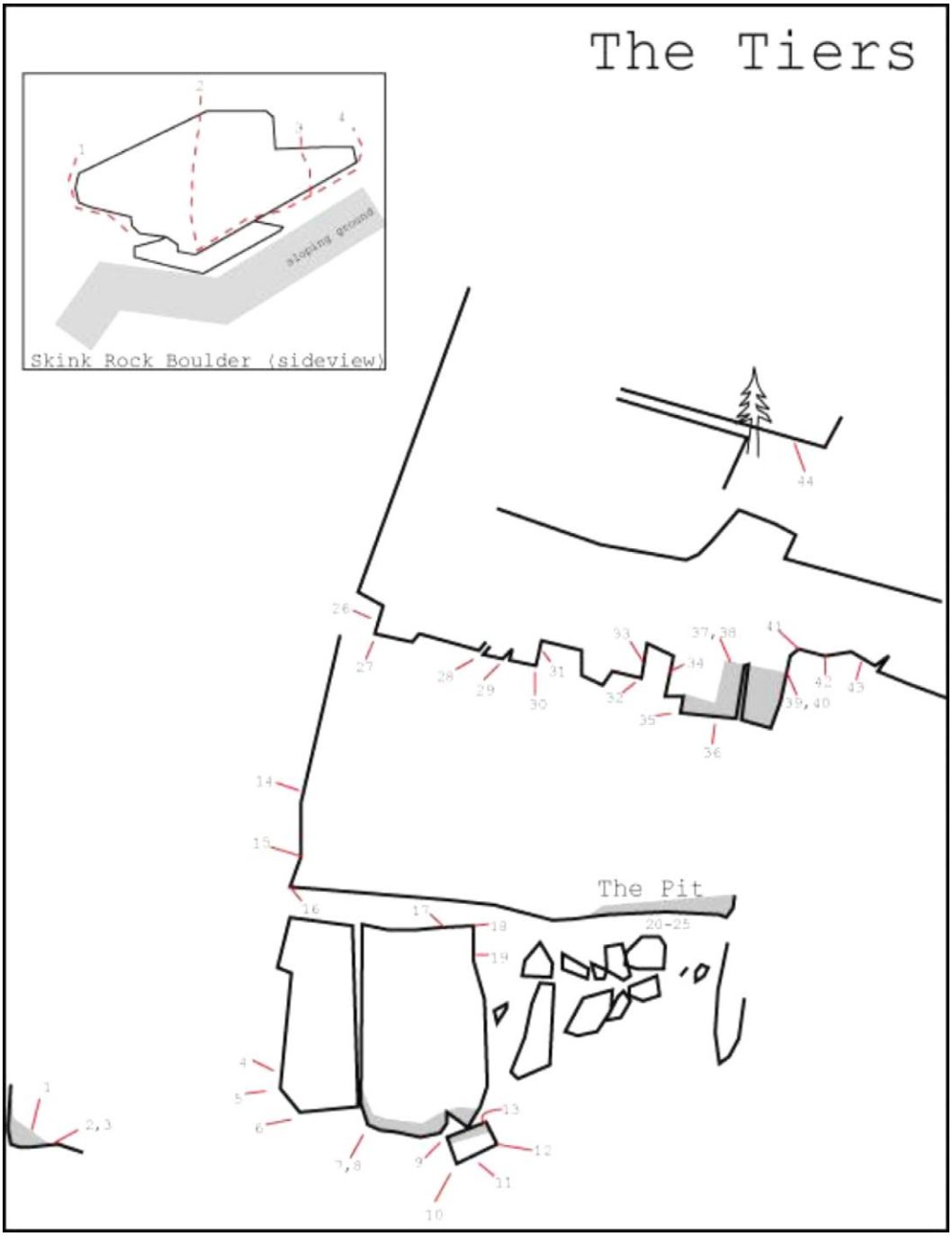
*The grades are approximate.*

**Balcony Rock Boulders**

| | | | |
|---|---|---|---|
| 1 | slab | V0 | Skippy's Flapjack |
| 2 | good slab | V0 | Crescent Glide |
| 3 | climb right leaning arete to the ridge and topout | V2 | Y Equals X |
| 4 | ss, start on the rail and go straight up to the same topout as #3 | V6/7 | X Squared |
| 5 | ss, same start as #4 but climb right on the rail to the false summit and topout | V7/8 | X Cubed |
| 6 | ss, project - ascend 45 degree wall starting with left hand under cling and a right hand crimp? Or double undercling?, Move up right hand to a solid, small, incut crimper and throw left for the squeeze move with the ramp, get the top, mantle, celebrate! | P $ | |
| NEW! | very low ss (laystart practically) on crimp and pinch, climb through more pinches and slopers | V4 | Dirt Burglar |
| 7 | ss, climb straight up and topout | V0 | Tetris |
| 8 | ss, start #7 but traverse left toward the false summit and topout | V2 | Wreck Tangle |
| 9 | ss on the left head up | V1 | Green Toast |
| 10 | ss and head right around the boulder and up | V2 | Davis Special |
| 11 | ss at the base of an interesting ramp near the mouth of a small cave | V2 | Ramped Up |
| 12 | Short easy face | VB | Two Bits |
| 13 | ss, start on the sloping jug, come out the left side of the roof to avoid the lip | V2/3 | Easy Out |
| 14 | ss, start on the sloping jug, come out the roof to a nice slopey mantle using the left arete | V3/4 | Fruit Cake |
| 15 | ss, start at the base of the overhang on small crimpers, use crimps out the roof to the lip pinch and a seriously hard mantle using slopers/crimps and no arêtes VARIATION: exit the right arête (V5/6) | V6/8 | Turbo Thrush/ Escape From Alcatrez (var) |
| 16 | ss and climb the short right arete | V1/2 | Small Beans |
| 17 | | VB | |
| 18 | | VB | |
| 19 | ss and climb beginning with left hand to the left of the broad arête on a crimp | V3 | Finger Fillet |
| 20 | ss and climb the dihedral | V1/2 | Slinky & The Slime Mold |
| 21 | ss | V3/4 | BiCeption |
| 22 | Good looking project with high a high gaston and crimp. | P | |

| | | | |
|---|---|---|---|
| | Bad fall potential on this slope with a cliff below. | | |
| 23 | Beautiful arête potential with a deadly fall. | P | |
| 24 | direct start to #25 using a low crimp | V4 | Back Alley<br>Chris Cringle |
| 25 | ss, follow the crack up left and out through the narrow gap between tree & cliff | V0/1 | Slot Party |
| 26 | ss, from the arete jug move out the roof to jugs off of a sloper. Classic and fun! | V4 | Dirty Hooker |
| 27 | XXX | | |
| 28 | XXX | | |
| 29 | XXX | | |
| 30 | XXX | | |
| 31 | ss, traverse uphill left or climb straight up on good slopers LOWBALL | V0 | Snake Belly |
| 32 | LOWBALL | V? | Man Chester |
| 33 | ss LOWBALL | V1 | Doh! |

# The Tiers


Skink Rock Boulder (sideview)
sloping ground
The Pit
20-25
1
2,3
4
5
6
7,8
9
10
11
12
13
14
15
16
17
18
19
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28
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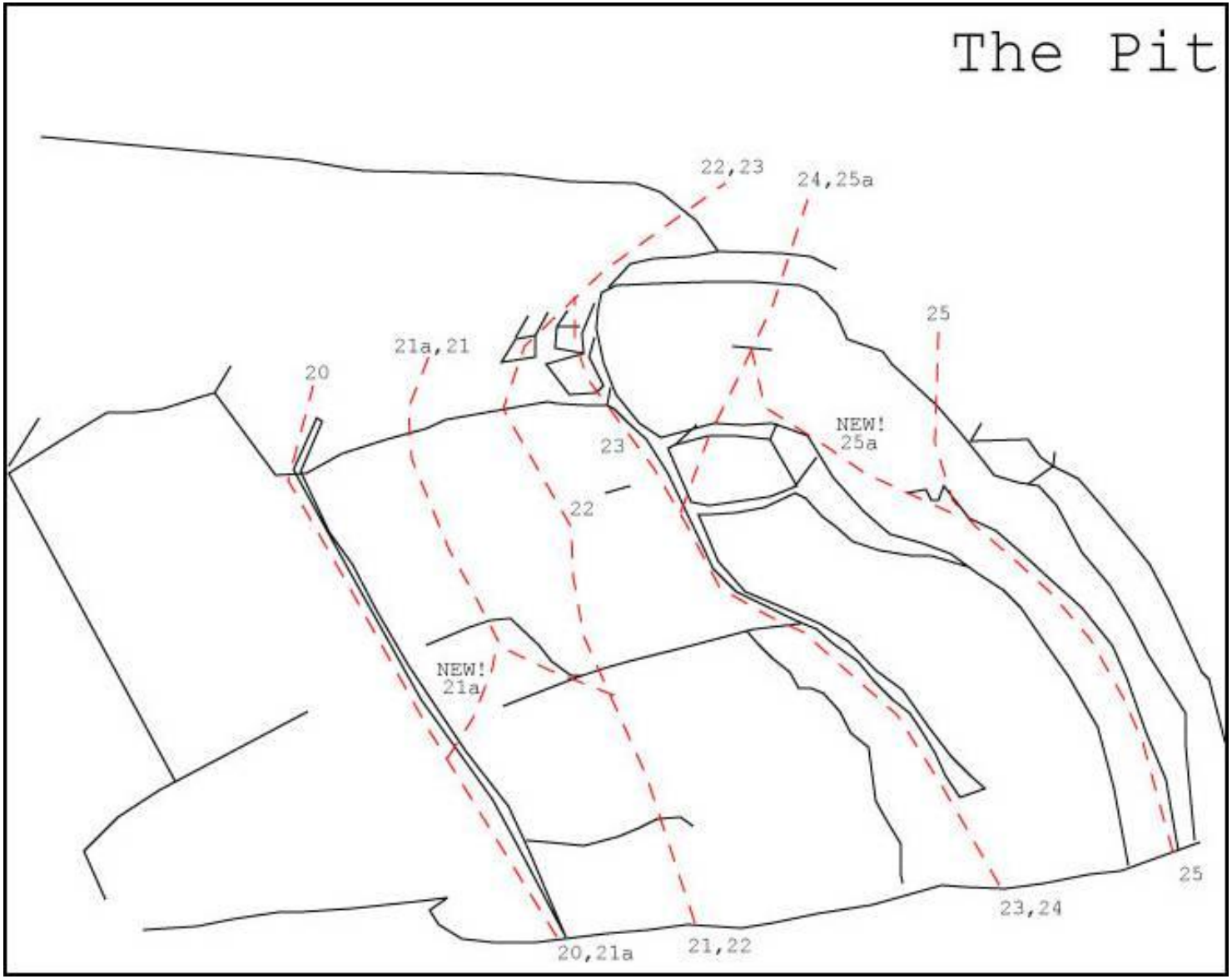
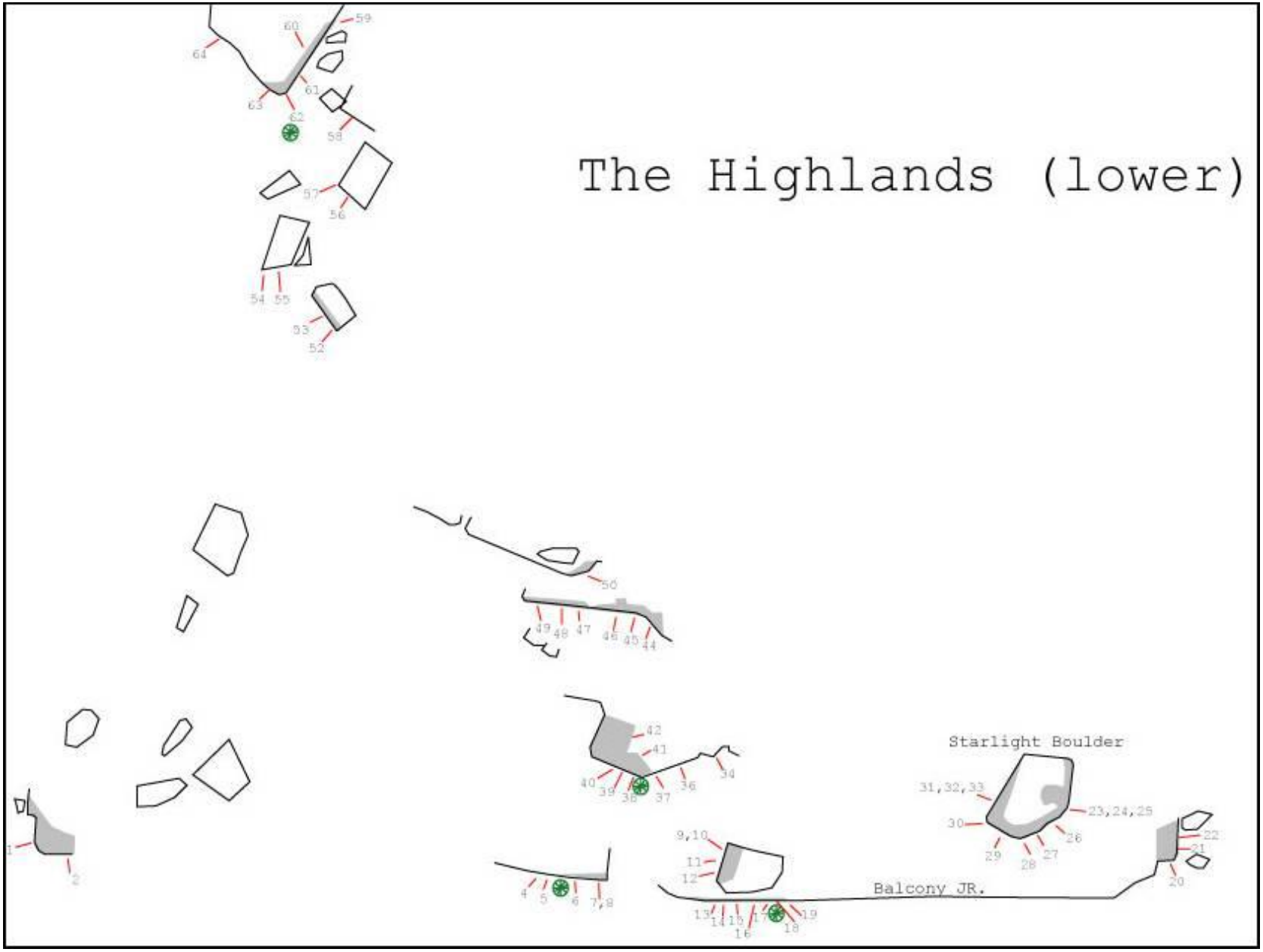



*Grades are approximate.*

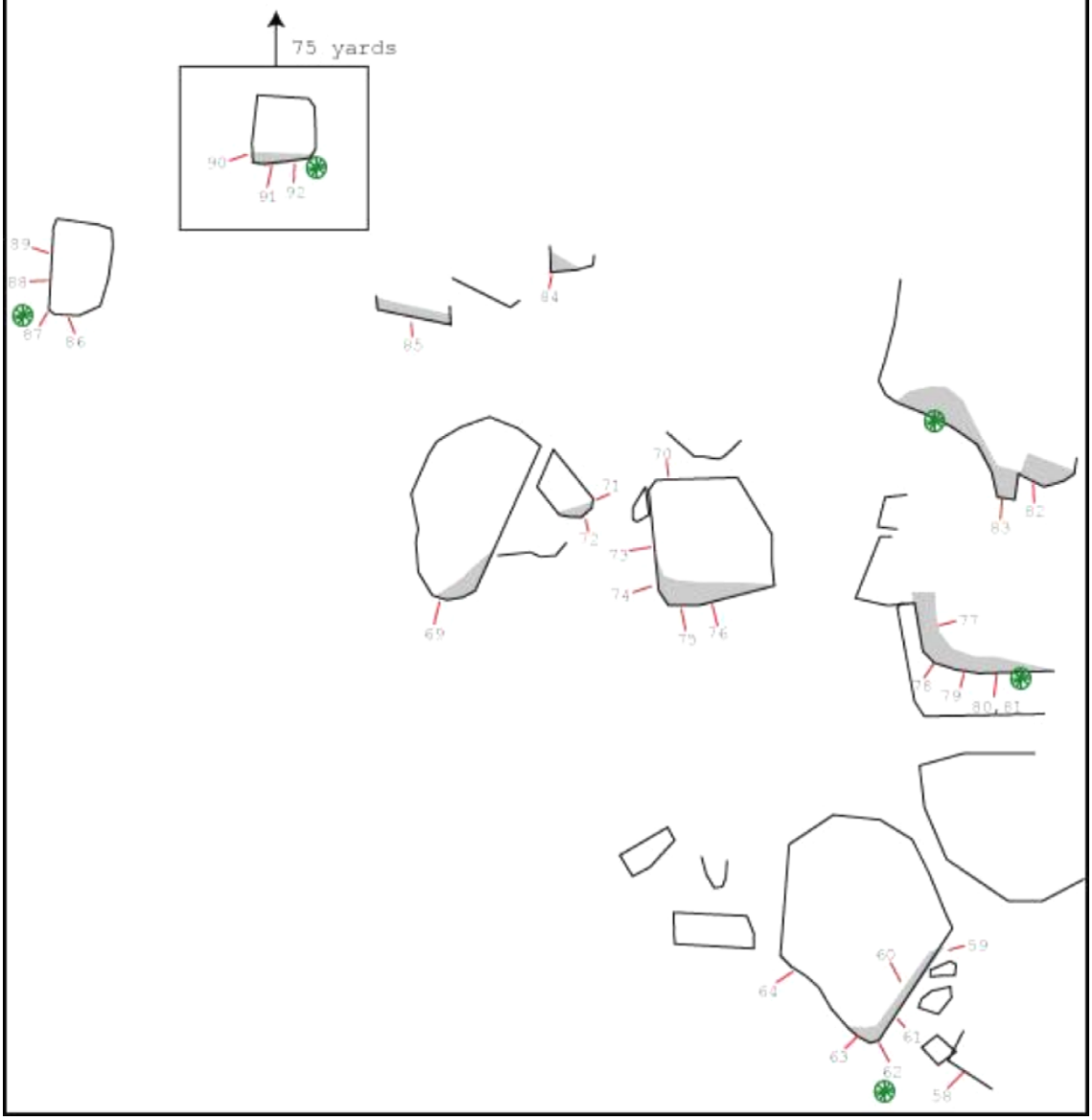
| | The Tiers | | |
|---|---|---|---|
| 1 | ss, Start on crimps moving up to a diagonal face, mantle | V2 | Smooth Power |
| 2 | ss, connect to #1 from holds at the bottom of the diagonal face | V3 | The Funeral Precession |
| 3 | ss, from start of #2 climb out toward the road | V0 | Track Suit |
| 4 | series of ledges | P | |
| 5 | arete | V0 | Loony Tunes |
| 6 | slab to join with #5, direct finish undone | V0 | Fat Chance |
| 7 | ss, crack | V1 | Splitting Hairs |
| 8 | ss, overhanging arete type moves right of #7 | V4/5 | Doctor Who |
| 9 | arete | P | |
| 10 | arete | V0+ $ | John Browns Body |
| 11 | slab | VB | Pocket Slab |
| 12 | arete | V0 | Bass Rock Bums |
| 13 | ss, squeazing left arete & right face feature, move up and right to layback | V4/5 | The Secret Six |
| 14 | slab | V0 | The Wagoneer |
| 15 | slab | V0 | The Wagon |
| 16 | | VB | Adopt-A-Tuber |
| 17 | ss | V0 | Nancy |
| 18 | ss | V0+ | Mule Powered |
| 19 | slab | V0 | The Company Store |
| 20 | | V0 | Union Pacific |
| 21 | Dyno to the lip and mantle | P | Choo Choo Chuck |
| NEW! | access Choo Choo Chuck from Union Pacific | P | |
| 22 | Overhanging face, start on underclings at waist level, crack/jugs on Coal Wars are OFF | P | |
| 23 | ss | V0 | Coal Wars |
| 24 | ss, tallest and most overhanging line, crux is in the headwall (Watch | V1 | Matewan |

| | | | |
|---|---|---|---|
| | that block, Loose??) | | |
| 25 | ss | V0 | Just My Fancy |
| 25a | climb Just My Fancy to link with Matewan through headwall | V1+ | Baldwin Thugs |
| 26 | slab | V0 | Canal Blues |
| 27 | arete | V0 | An Unlikely Warrior |
| 28 | ss, layback | V1 | Sandy Hook Special |
| 29 | ss, layback | V1 | Cindylicious |
| 30 | ss, arete | V0 | Untapped Rage |
| 31 | traverse | V1 | The Sampler |
| 32 | arete | V0 | Leggo Land |
| 33 | ledge to ledge, ss is V0+ | V0 | Pop Rocks |
| 34 | slab | V0 | Long Long Time Ago |
| 35 | arete | V0+ | Mad Dog Saloon |
| 36 | direct start on the chest high arete jug | V1+ | Chitlin' |
| 37 | Up the corner then out to #36 | V1 | Hog Maw |
| 38 | Up the corner and out the roof crack | P | |
| 39 | ss, up the arete to overhanging face and topout | V2 | Greasy Spoonin' |
| 40 | start 39 but traverse out the roof or bear hug the overhang and topout | P | |
| 41 | corner | V0 | Poor Man |
| 42 | ss | V0 | |
| 43 | ss | V0 | |
| 44 | ss, many easy variations and eliminates | VB | Pine Wall |

# The Highlands (lower)



# The Highlands (upper)



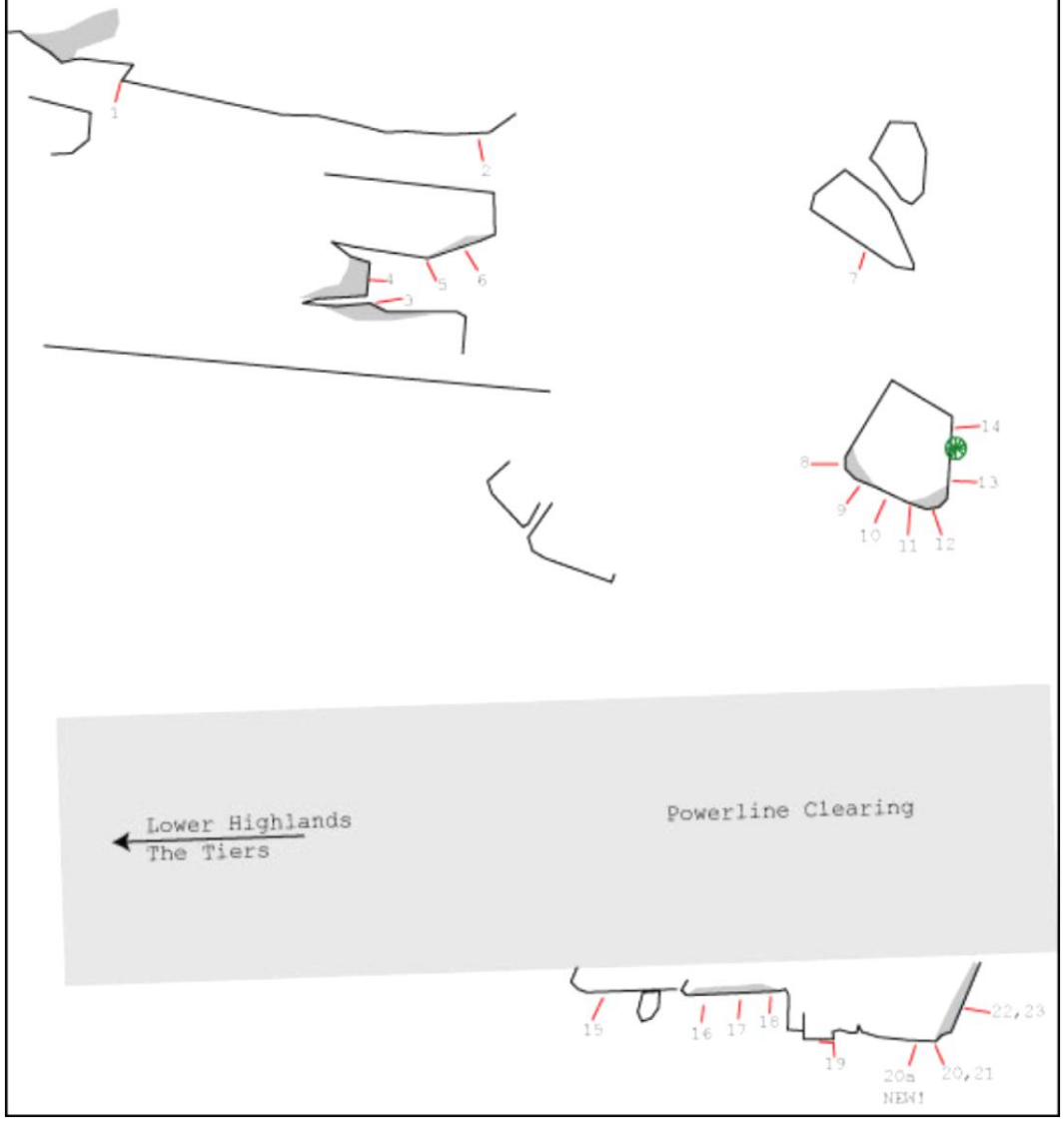
| | | | |
|---|---|---|---|
| | **The Highlands** | | |
| 1 | Is it possible to climb this overhang? | P | |
| 2 | ss, right edge/arete of overhang traverse thang | V? | |
| 3 | XXXXXXXXXXXX | | |
| 4 | ss, slopers | V0 | Big Easy |
| 5 | ss, crack jugs | VB | Seams Easy |
| 6 | ss, start at right facing corner and go up, using upper arete drops grade | V3 | The Squinch |
| 7 | ss, straight up, DO NOT climb on or around the arete to the right | V2+ | The Struth |
| 8 | ss, connect start of #7 to #6 and climb #6 | P | |
| 9 | ss, start under overhang climbing up left around arete and then up | V1 | Civilized Floater |
| 10 | ss, same start as #9 but climb straight through roof and out | V2 | Two Tacos for Tina |
| 11 | ss, follow the crack up and over the roof | V1 | Blubber Shuffle |
| 12 | ss | P | |
| | **Sunshine Wall (base of Balcony Jr.)** | | |
| 13 | ss | V1 | Bright Lights |
| 14 | crack, V1 from ss of #13 | V0 | Bat Crack |
| 15 | ss, right of crack 2 feet, small crimps | V3+ | Third Degree Burn |
| 16 | ss, start at flake | V0 | 7 Second Peel |
| 17 | ss | V0 | Punk Dunkin’ |
| 18 | | V0 | Tree-oh |
| 19 | Low traverse and a High traverse | | |
| 20 | ss, out the arete | P | |
| 21 | ss, start under the roof and go straight up (lowball) | V2 | Valley of Fear |
| 22 | ss, start on the slopey rail and go straight up (lowball) | V2+ | Damn Leaves |
| 23 | ss, start at the left edge of the cave, traverse uphill to the right on jugs | V1 | Big Dipper |
| 24 | ss, same start as #23, head straight up | V0 | Little Dipper |
| 25 | ss, same start as #23, angle left into a corner and up | V1 | Orion’s Belt |

| | | | |
|---|---|---|---|
| 26 | ss, start at the jug under the roof | V2 | Great Bear |
| 27 | ss, start at the jug under the roof | V2 | The Herdsman |
| 28 | ss, start on the arete, go to a pinch and then up left and out | V3 | Ships Keel |
| 29 | ss, follow the left facing corner | V3 | Little Dog |
| 30 | ss | V2 | Big Dog |
| 31 | ss | V1 | Hydra |
| 32 | ss, climb #31 then traverse the top of the boulder | P | |
| 33 | ss, the low traverse | P | |
| 34 | ss | V0 | |
| 35 | XXXXXXXXXXXX | | |
| 36 | | V0 | |
| 37 | | V0 | |
| 38 | ss, start at the back of the overhang and come straight out and up left | V1 | Maple Syrup |
| 39 | start standing and follow jugs straight up | V0 | Sweety Pie |
| 40 | ss, climb the left leaning arete (V4/5, traverse left onto rail in roof and dyno) | V3/4 | Stinger Arete / Stung (var) |
| 41 | climb into #40 from the back of the roof | P | |
| 42 | undercling crimp start in the middle of the overhanging face | P | |
| 43 | XXXXXXXXXXXX | | |
| 44 | XXXXXXXXXXXX | V0 | |
| 45 | XXXXXXXXXXXX | VB | |
| 46 | ss | VB | |
| 47 | ss variations | V0 | |
| 48 | ss | V0 | |
| 49 | ss | VB | |
| 50 | XXXXXXXXXXXX | V1 | Font without the Fric |
| 51 | XXXXXXXXXXXX | | |
| 52 | XXXXXXXXXXXX | | |

| | | | |
|---|---|---|---|
| 53 | XXXXXXXXXXXX | | |
| 54 | XXXXXXXXXXXX | | |
| 55 | XXXXXXXXXXXX | | |
| 56 | XXXXXXXXXXXX | | |
| 57 | XXXXXXXXXXXX | | |
| 58 | ss, slopers | | |
| 59 | | V? | Ancient Times |
| 60 | | P | |
| 61 | ss, EX-Super Project, overhanging face with few feet (sent 8/15/11) | V8/9 | Learning To Fly |
| 62 | ss, escaping left eases the grade | V3/4 | Dan’s Arete |
| 63 | | V? | |
| 64 | ss | V0 | Sun Pose |
| 65 | XXXXXXXXXXXX | | |
| 66 | XXXXXXXXXXXX | | |
| 67 | XXXXXXXXXXXX | | |
| 68 | XXXXXXXXXXXX | P | |
| 69 | | V0 | Group Effort |
| 70 | Dyno/deadpoint/reach to the top from the rail/crack | V1 | Chicken Head Chuck |
| 71 | | P | |
| 72 | | P | |
| 73 | great problem | V0 | Lone Ranger |
| 74 | | P | |
| 75 | highball | P | |
| 76 | highball, CLASSIC, Bring the pads!,?V3/4ish (secret hold)! | P $ | Iron Pickle Project |
| 77 | ss, good problem through the roof | V3 | Left’s Last Stand |
| 78 | ss | V2 | Bulge Tour |
| 79 | ss, follow the crack | V2 | Ears are for Corn |

| | | | |
|---|---|---|---|
| 80 | ss, head left at the lip | V1 | Butter Balls |
| 81 | ss | V1 | Palms for the Poor |
| 82 | XXXXXXXXXXXX | | |
| 83 | XXXXXXXXXXXX | | |
| 84 | XXXXXXXXXXXX | | |
| 85 | ss, short | V1 | Alaskan Picnic |
| 86 | ss, | V1 | Going Toward the Light |
| 87 | ss | V1 | Slipper Tunes |
| 88 | | VB | |
| 89 | | VB | |
| 90 | | VB | |
| 91 | ss, 91 and 92 share a start hold | V1+ | Fjord Focus |
| 92 | ss, 91 and 92 share a start hold | V1+ | Fatter than Not |

# Outlying Area



## Outlying Area

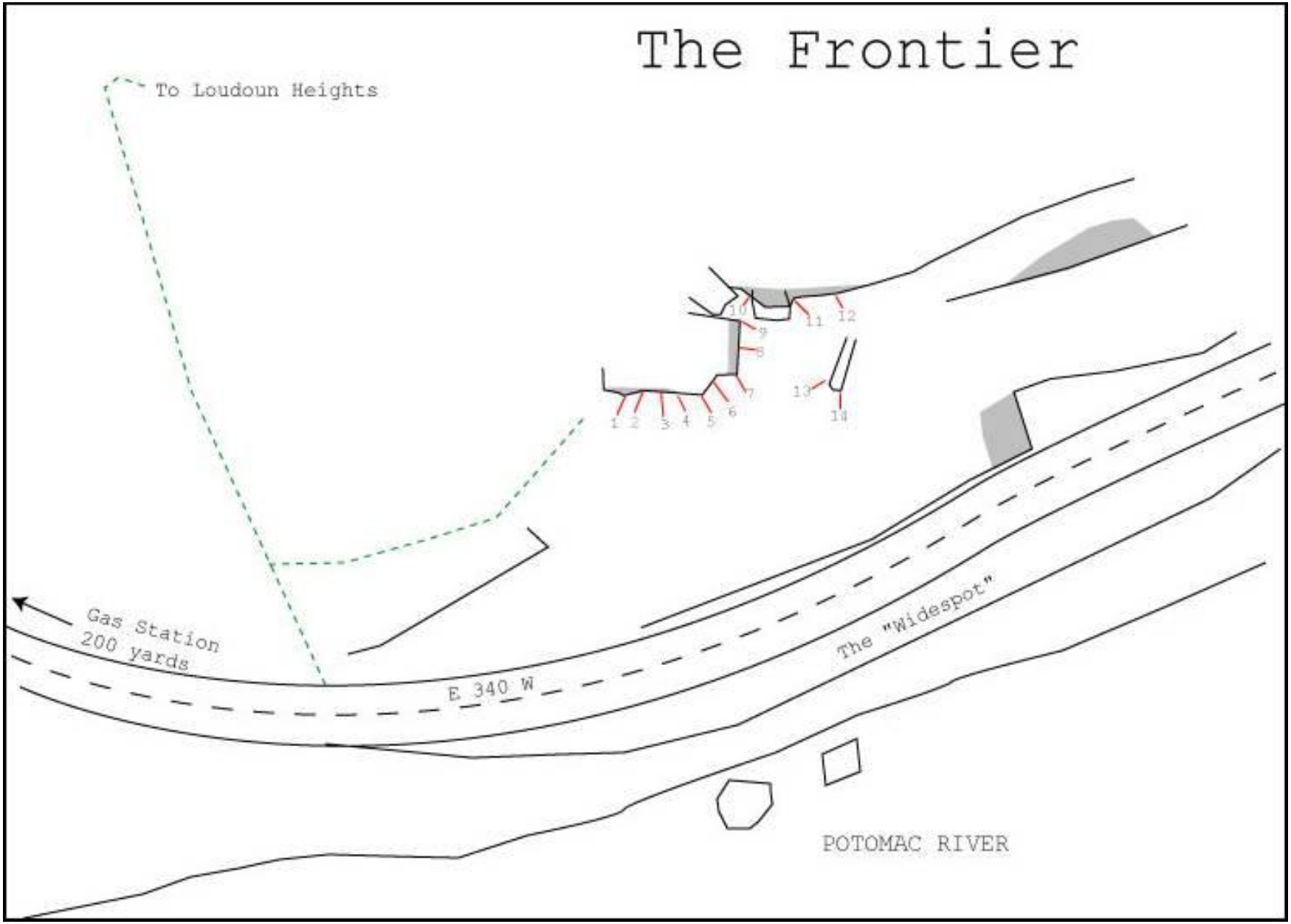
| | | | |
|---|---|---|---|
| 1 | ss, If only this were bigger. | VB | Dream Big |
| 2 | Face/Slab down in a slot | VB | Pit Shine |
| 3 | ss, move out left to crimps from under the roof then up | V1+ | Covert Op |
| 4 | Technically still a project. | P | Cove Arete |
| 5 | ss, fantastic little problem, grab some sloper. | V1/2 | The Portal |
| 6 | ss, crimps | V1 | Crash Quartz In Crimping |
| 7 | | V1/2 | Green and White |
| 8 | | P | |
| 9 | | P | |
| 10 | | P | |
| 11 | | P | |
| 12 | | P | |
| 13 | Lowball | V0 | |
| 14 | Lowball | V0 | |
| 15 | | V? | |
| 16 | | V? | |
| 17 | | V4 | |
| 18 | A bit of an eliminate. Don't use the ledge right of the arete, otherwise it wouldn't be as much fun. | V4 | Blinders |
| 19 | ss, follow the lip of this block to the left edge and mantle up | V2 | Scooter and Mimi |
| 20 | ss, crimps on face left of the left leaning arete | V3 | Tipping Fee |
| 21 | ss, up left on the left leaning arete topping out left | V3 | Tossed Alice |
| 22 | ss, up left on the left leaning arete topout right | V3 | Duped by a Rubber Goat |
| 23 | same start as #22 but go straight up onto the slab, GREAT PROBLEM | V3/4 | Dish Network |

# THE UNDERGROUND RAILROAD OVERHANG

**Underground Railroad Overhang**

A little info about this overhang. The ground sweeps upward with the overhang so the height stays reasonably safe. The longest climbs are about 25 feet long. The Underground Railroad and the Tennessee Stud are more like routes than boulder problems. The exit is a great mantle over the top lip. There are some flat stones in the landing that help keep the soil from eroding too quickly and are perfect places to step. Please don't remove them and feel free to "armor" the ground a bit more with flat stones to keep this place from turning into a dirt pit.

| | | | |
|---|---|---|---|
| 1 | Ss, start on the left hand down-sloping hold, right hand on the crimp with a thumb wrap, at bottom right of overhang, climb full length of overhang staying left at split with Tennessee Stud. Wall/Pedestal to the left is OFF for full grade. | **V7** | Underground Railroad |
| 2 | Same start as Underground Railroad but split right at the two holds that look almost identical. Follow finger jugs up to the arête then cut left on gigantic jugs to the mantle exit. Certain jugs near the top are crusty. Choose the clean, solid ones. | **V5** | Tennessee Stud |
| 3 | Start on the jugs at the split, climb second half of Underground Railroad | **V6** | Train Stain |
| 4 | Start on the jugs at the split, climb second half of Tennessee Stud | **V4** | Pony Ride |
| 5 | Start on the jugs at the split, climb out right to exit | **V4/5** | Snap! |
| 6 | Start back in against the wall, traverse outward and come up on slopers | **V3/4** | Pop! |
| 7 | Start on the left hand downsloping hold, right hand on the crimp with a thumb wrap, head out right. | **V3/4** | Zoom! |
| 8 | There are many variations to do, Have Fun! | | |


The Frontier
To Loudoun Heights
1
2
3
4
5
6
7
8
9
10
11
12
13
14
Gas Station
200 yards
E 340 W
The "Widespot"
POTOMAC RIVER

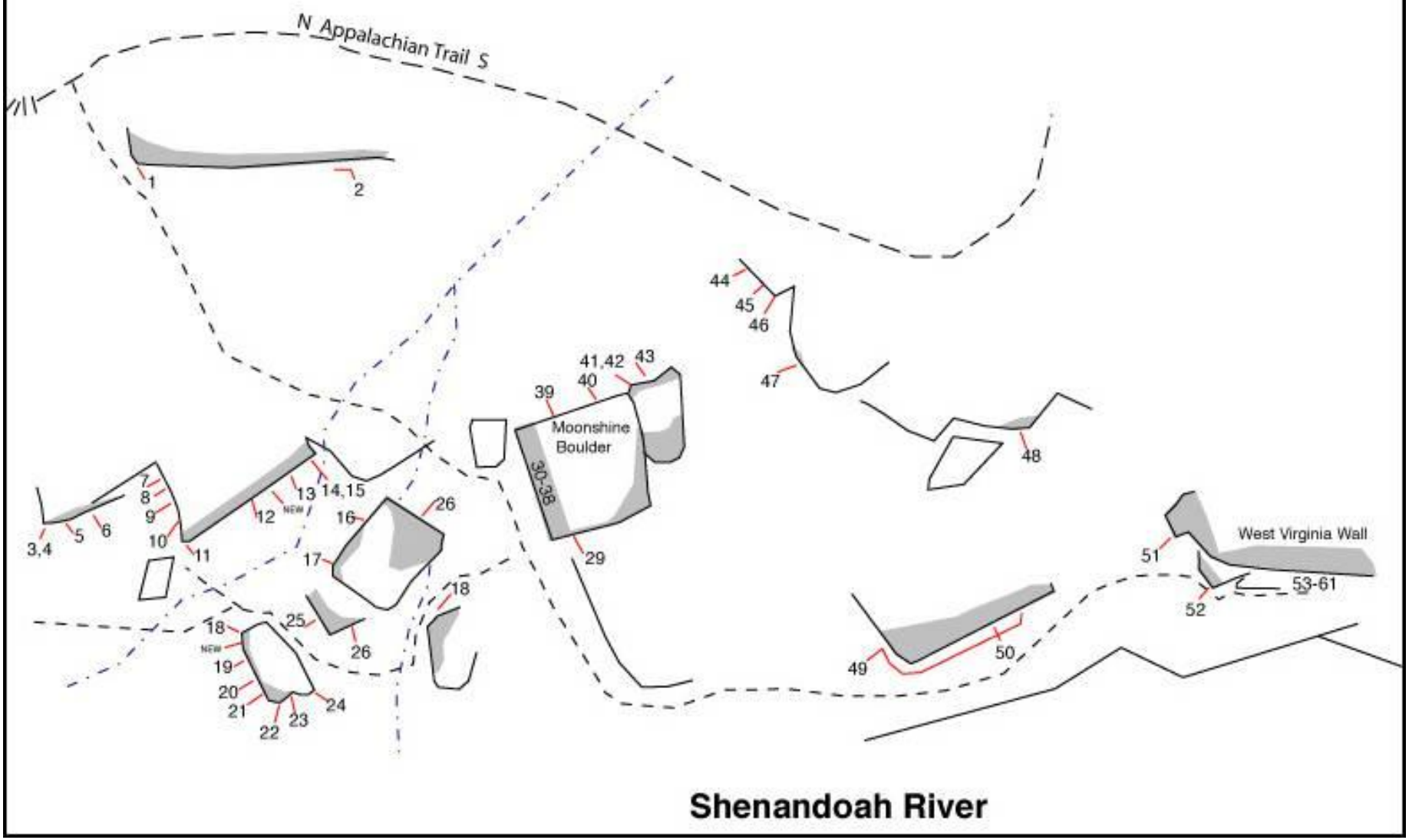
| | The Frontier | | |
|---|---|---|---|
| 1 | variation | | |
| 2 | variation | | |
| 3 | Variation | | |
| 4 | crack | V0 | Silver Leaf |
| 5 | variation | V0 | |
| 6 | | VB | |
| 7 | ss | V2/3 | Stalking the Shogun |
| 8 | Ss on crimps with feet down in the hole, climb the overhanging face via pinches, crimps, and slopers. | V4/5 | Couvert De Chocolate Mamelon (quality moves over a groomed landing!) |
| 9 | ss. lowball start arete | V3 | Pill Bug |
| 10 | Potentially fun | | |
| 11 | beautiful highball starting at the overhang/dihedral | P | |
| 12 | link to #11 from the right | P | |
| 13 | Potential line; short | P | |
| 14 | Potential line; short | P | |

**New Dawn Boulders (uphill of The Frontier)**

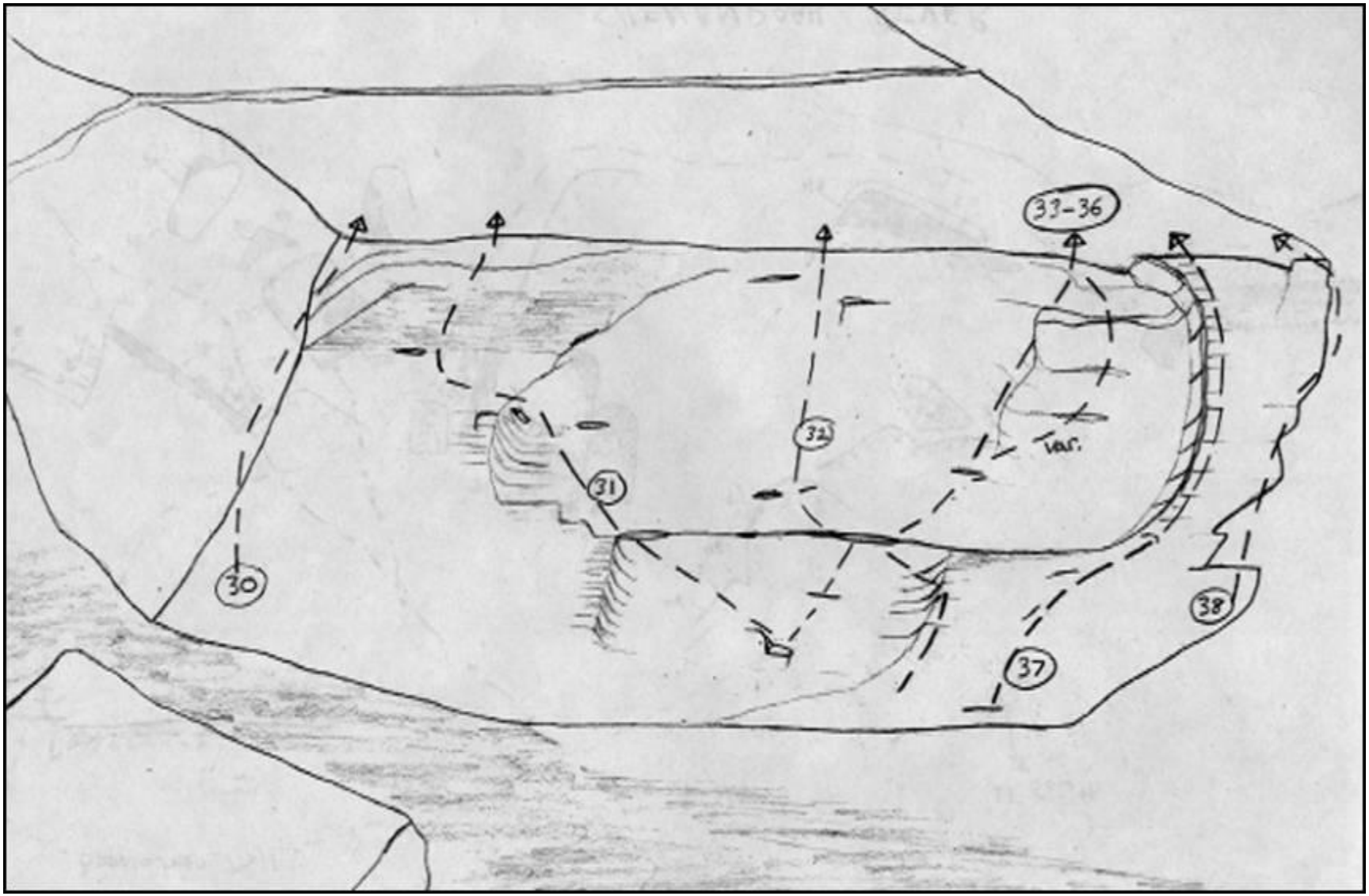
This area contains a handful of problems on great rock.
One super project status boulder problem found here.

From the Frontier, walking uphill above the cliff that terminates at The Frontier bouldering, walk about 100 yards. If you walk above the boulders they don't look like much. You must approach from below so that you can see the climbable faces.

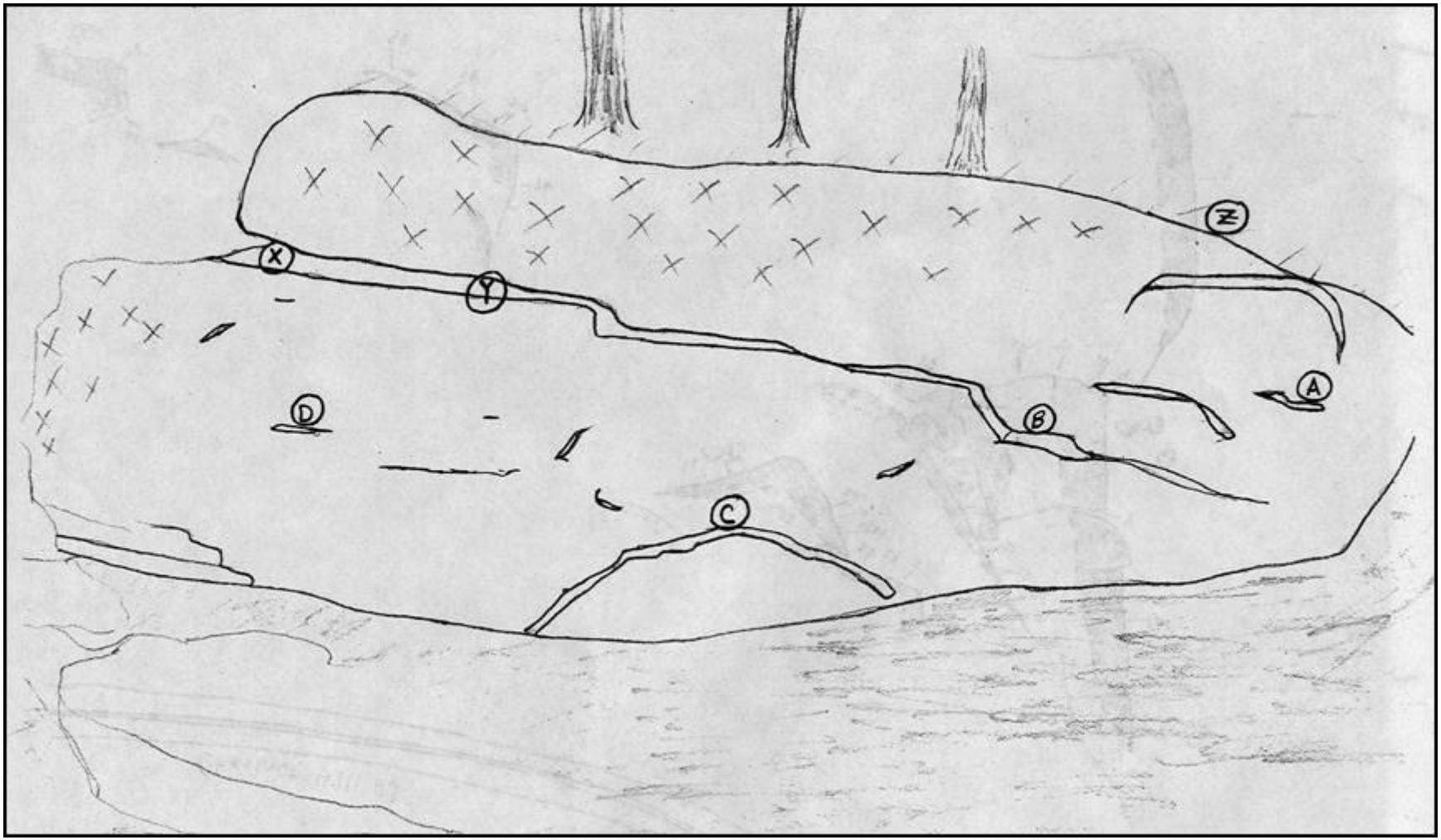
# The Shenandoah Boulders



# THE MOONSHINE BOULDER



# THE WEST VIRGINIA WALL

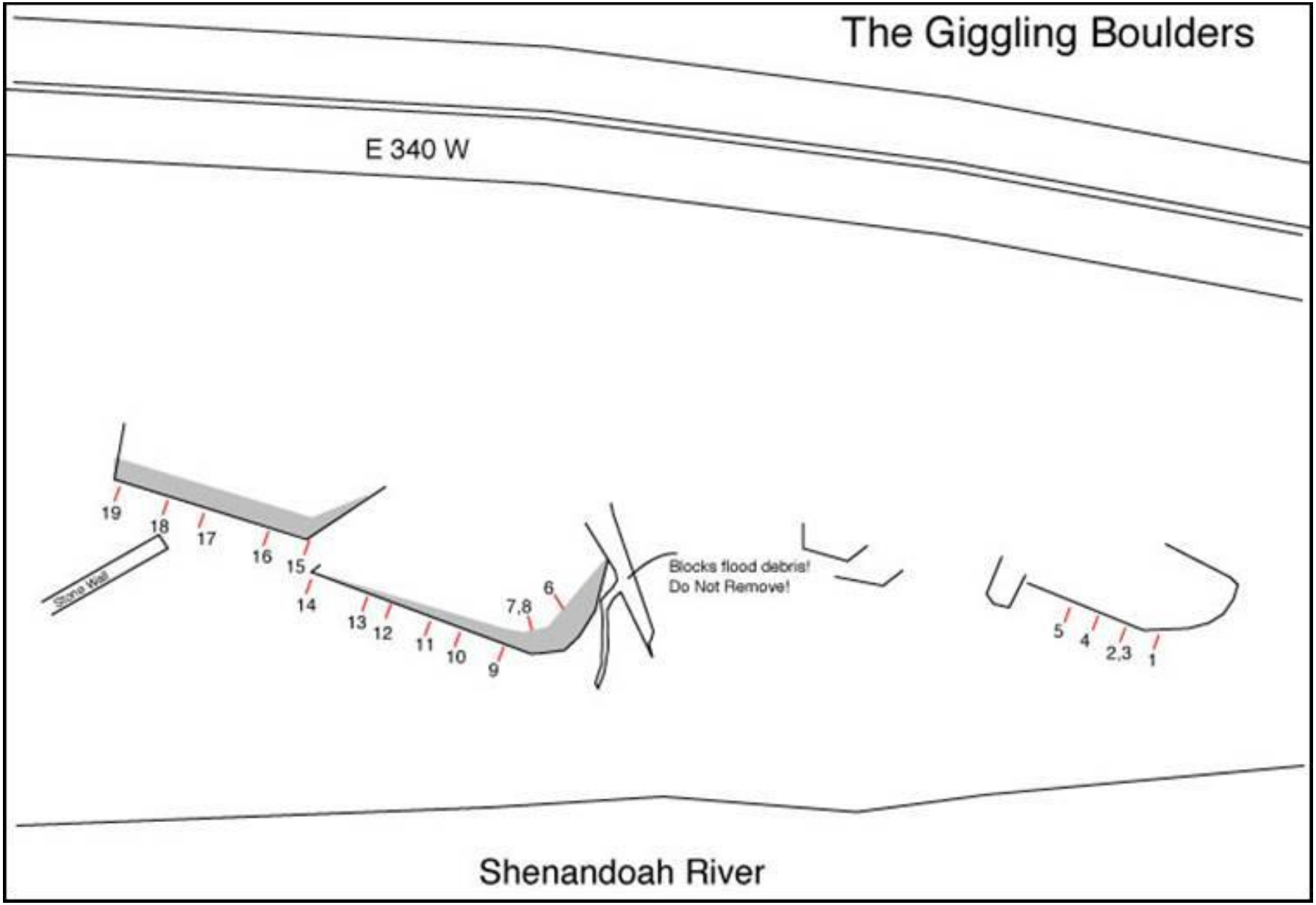


# Shenandoah Boulders

| | | | |
|---|---|---|---|
| 1 | Ss, fun arête. | V1+ | Edge of Chaos |
| 2 | XXXXXXXXXXX | P | |
| 3 | XXXXXXXXXXX | V0 | |
| 4 | XXXXXXXXXXX | V0 | |
| 5 | XXXXXXXXXXX | V0 | |
| 6 | XXXXXXXXXXX | V0 | |
| 7 | water groove | VB | Worm Signs |
| 8 | crack | VB | Erratic Pulse |
| 9 | slab | V0 | Luby Kate |
| 10 | water groove | V0 | Blues Cruise |
| 11 | ss, start at the base of the overhang and move up left onto arête | V1 | Red Dog Arete |
| NEW! | climb #11 to the juggy ledge, move right and dyno to the lip of the overhang, if you dare | P | |
| 12 | follow the hairline crack. Looks kind of good if the rock is solid! | P | V9+ ? |
| NEW! | ss on small crimps/sidepull right of #12 at the rotten stump, hard but possible | P | |
| 13 | ss, crimps around the crack then up left on the arete | V2 | Super Cruiser |
| 14 | traverse into #13 finish | V0 | Pooper Cruiser |
| 15 | straight up | P | |
| 16 | | P | Rock Quality? |
| 17 | | P | Rock Quality? |
| 18 | SS, left side of arete | V2 | Poker Chips |
| NEW! | ss | V0 | |
| 19 | | V0 | |
| 20 | stand start | V0 | |
| 21 | | V1 | |
| 22 | | P | |

| | | | |
|---|---|---|---|
| 23 | | P | |
| 24 | | P | |
| 25 | ss, very short | V0 | |
| 26 | ***The stream is undercutting this boulder and revealing some potentially difficult problems on solid crimpers. It's dirty but with a little brushing this looks like V9 and harder kind of material. | P | |
| 27 | ss, low roof moves **MISLABLED #18** | | |
| 28 | ss, dirty, crimpy, and low **MISLABLED #26** | P | |
| 29 | XXXXXXXXXXX | | |
| | **Problems 30 through 38 are on the Moonshine Boulder** | | |
| 30 | ss | V2 | Paw Paw Punch |
| 31 | ss, start at the big jug head up left, hardest moonshine line (CAUTION! holds are brittle) | P | |
| 32 | ss, start at the big jug. Involves a dyno! | V3+ | White Lightning |
| 33 | ss | V3 | Sip of Fire |
| 34 | ss, use variation for #33 | V3 | Tear my Stillhouse Down |
| 35 | ss, start low around the corner and come up to the big jug then up right | V3 | Mountain Dew |
| 36 | ss, use variation for #35 | V3 | Blaze in the Night |
| 37 | ss | V2+ | Corn Whiskey |
| 38 | Jump start arete | V2 | Still Raid |
| 39 | slab | V0 | Lube Job |
| 40 | | VB | |
| 41 | ss, straight up, short | VB | |
| 42 | ss, up then traverse left | V0 | |
| 43 | ss, straight up, short | V0 | |
| 44 | XXXXXXXXXXX | | |
| 45 | you know you want to climb that crack. It actually looks good | P | |
| 46 | XXXXXXXXXXX | | |
| 47 | XXXXXXXXXXX | | |

| | | | |
|---|---|---|---|
| 48 | XXXXXXXXXXX | | |
| 49 | XXXXXXXXXXX | | |
| 50 | XXXXXXXXXXX | | |
| 51 | out right edge of roof to a mantle | P | |
| 52 | ss, short overhang to mantle | V0 | Prep It |
| | **Problems 53-61 are on the West Virginia Wall (all problems are ss)** | pg 14 | |
| 53 | AX | V1 | Country Road |
| 54 | AZ, mantle the lip | V1 | Tractor Pull |
| NEW! | BZ, mantle the lip | V1 | Misty Taste of Moonshine |
| 55 | BX | V0 | Take Me Home |
| 56 | CDX, crimping traverse to DX, V6ish? | P | |
| 57 | CY, powerful moves on smallish holds, V6ish? | P | |
| 58 | CBZ, long shoulder wrenching move out right, V? | P | |
| 59 | CBX | P | |
| 60 | DX | V2 | Mountain Mama |
| 61 | DXAZ | V2+ | Almost Heaven |


The Giggling Boulders
E 340 W
19
18
17
16
15
14
13
12
11
10
9
7,8
6
Stone Wall
Blocks flood debris!
Do Not Remove!
5
4
2,3
1
Shenandoah River

| | | | |
|---|---|---|---|
| | **The Giggling Boulders (6-14 are Guaranteed Fun!)** | | |
| 1 | | V0 | Trivial Pursuit |
| 2 | straight up to mantle | V0+ | Press Box |
| 3 | traverse up and out left avoiding mantle | V0 | Shoulder Lean |
| 4 | | V0 | Goobers Trip |
| 5 | scoop | V0+ | Twinkle Toes |
| NEW | A big flood removed the tree. A great new problem is born. Sit start at the jug rail, move up right via a very long move to a jug in the middle of the overhanging face, pop to the lip, mantle out. | V4 | The Flood |
| 6 | ss, low on flake up through slopey crimps on the overhanging arete | V5 | A Walnuts Journey |
| 7 | ss, climb up to the diagonal rail and head right | V2 | Boom Boom |
| 8 | ss, climb up to the diagonal rail and continue straight up to a slopey pocket and out | V2 | Finger Love |
| 9 | ss | V0 | Happy Trails |
| 10 | | V1 | Saints and Sinners |
| 11 | | V0 | Double Dip |
| 12 | ss | V0 | Company Ink |
| 13 | ss | V0 | Up Your Auntie |
| 14 | traverse up the left edge of the boulder | VB | Smushy Smushy |
| 15 | ss | V0+ | Cold Killin |
| 16 | ss | V0+ | The Glass Ceiling |
| 17 | ss | V0+ | Pot Shot |

| | | | |
|---|---|---|---|
| 18 | ss | V0+ | Ancient Ruins |
| 19 | ss | V0 | They Never Saw It Coming. |