

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.

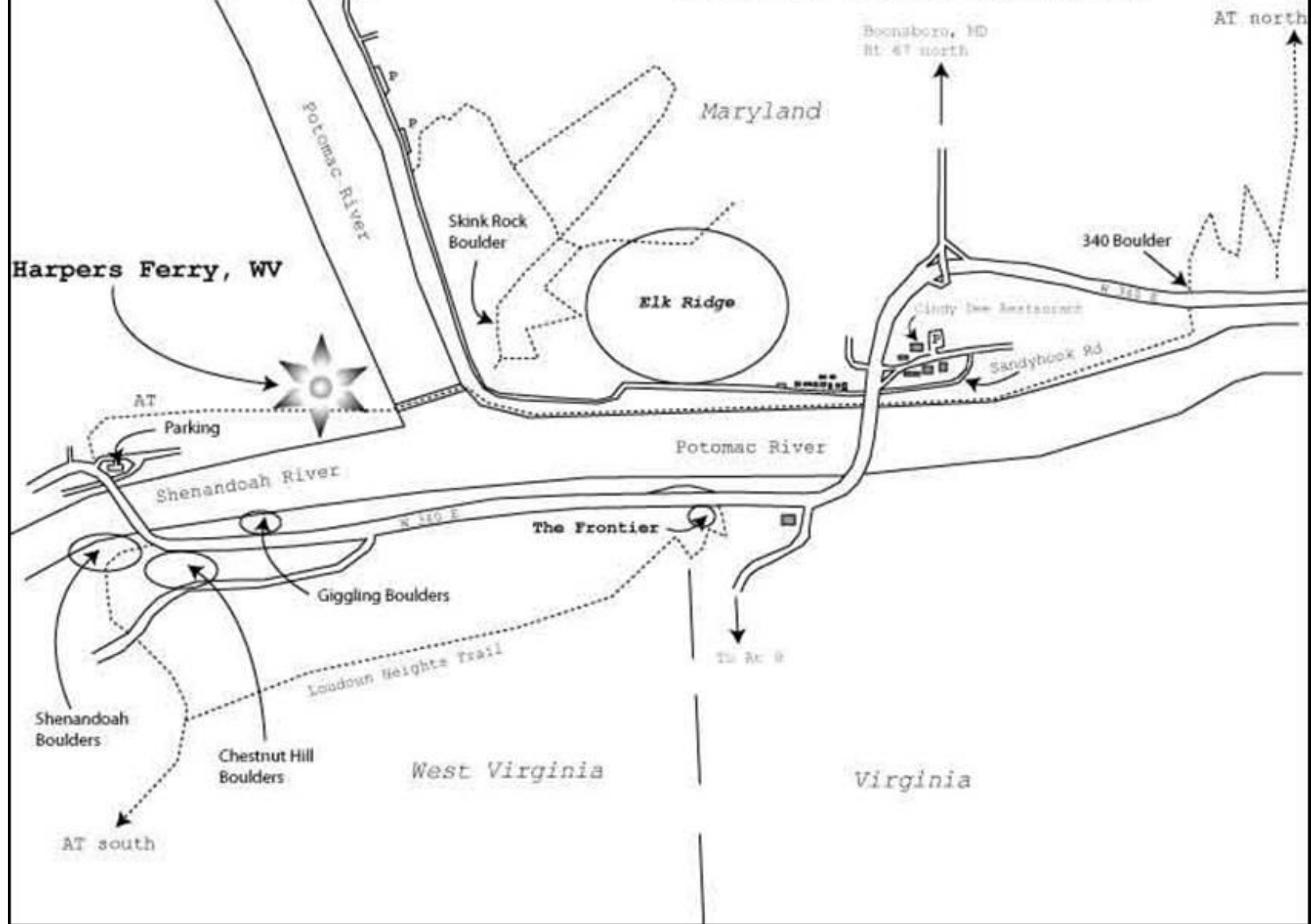
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<http://www.harpersferryclimbing.com> & <http://harpersferryclimbing.blogspot.com>

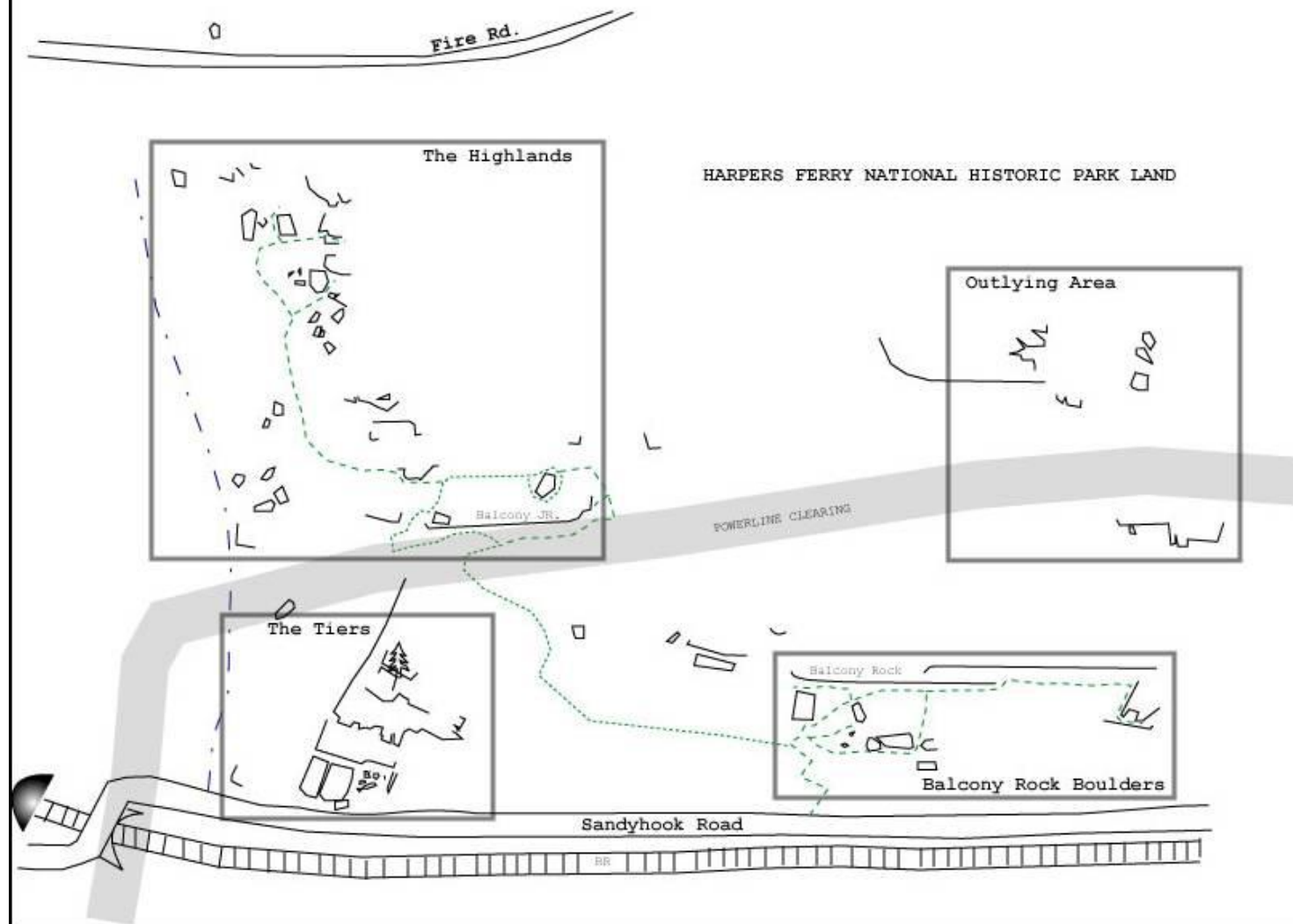
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BY CONRAD J SCHAEFER

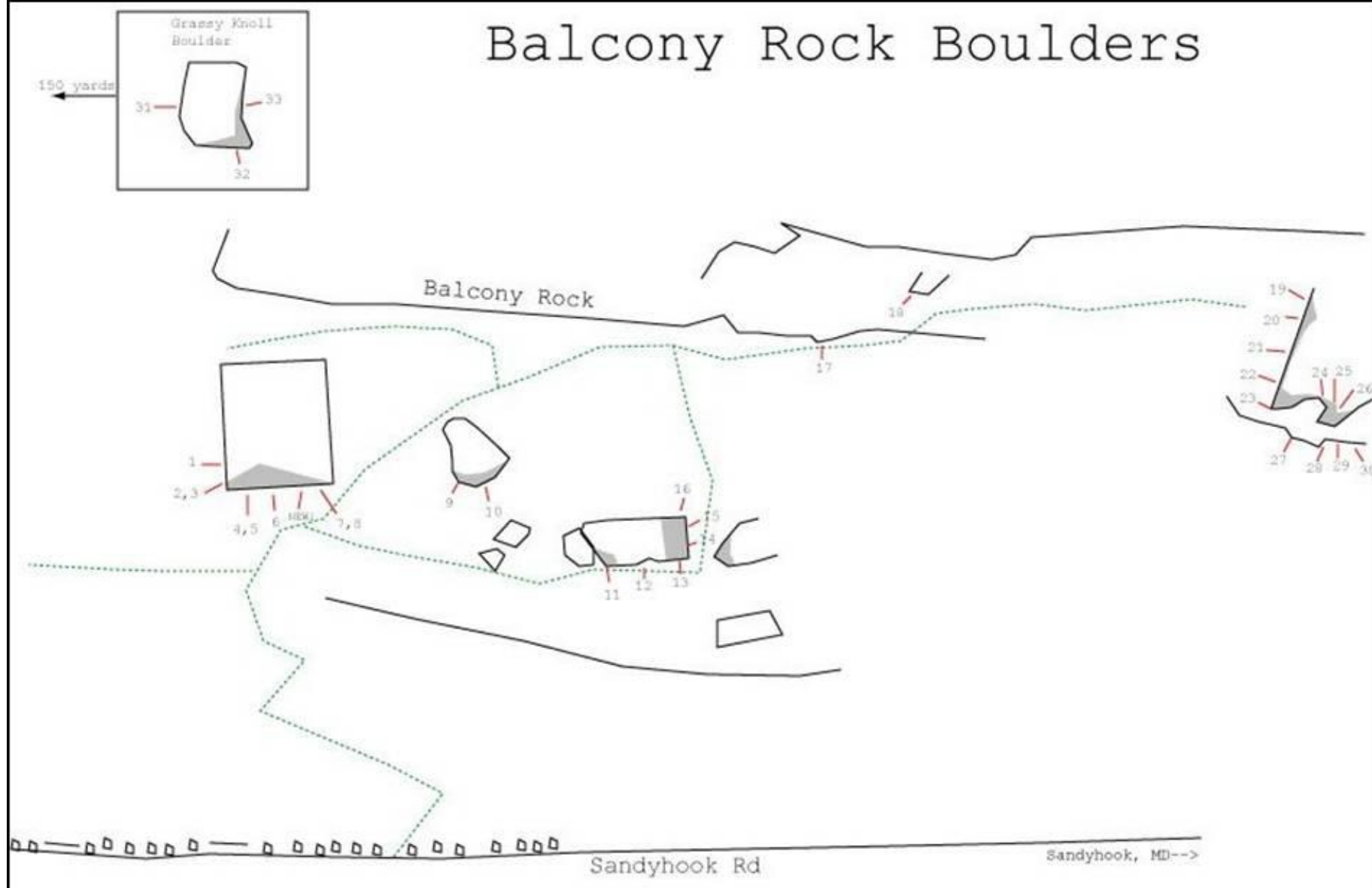
## HARPERS FERRY OVERVIEW



## ELK RIDGE OVERVIEW



# Balcony Rock Boulders



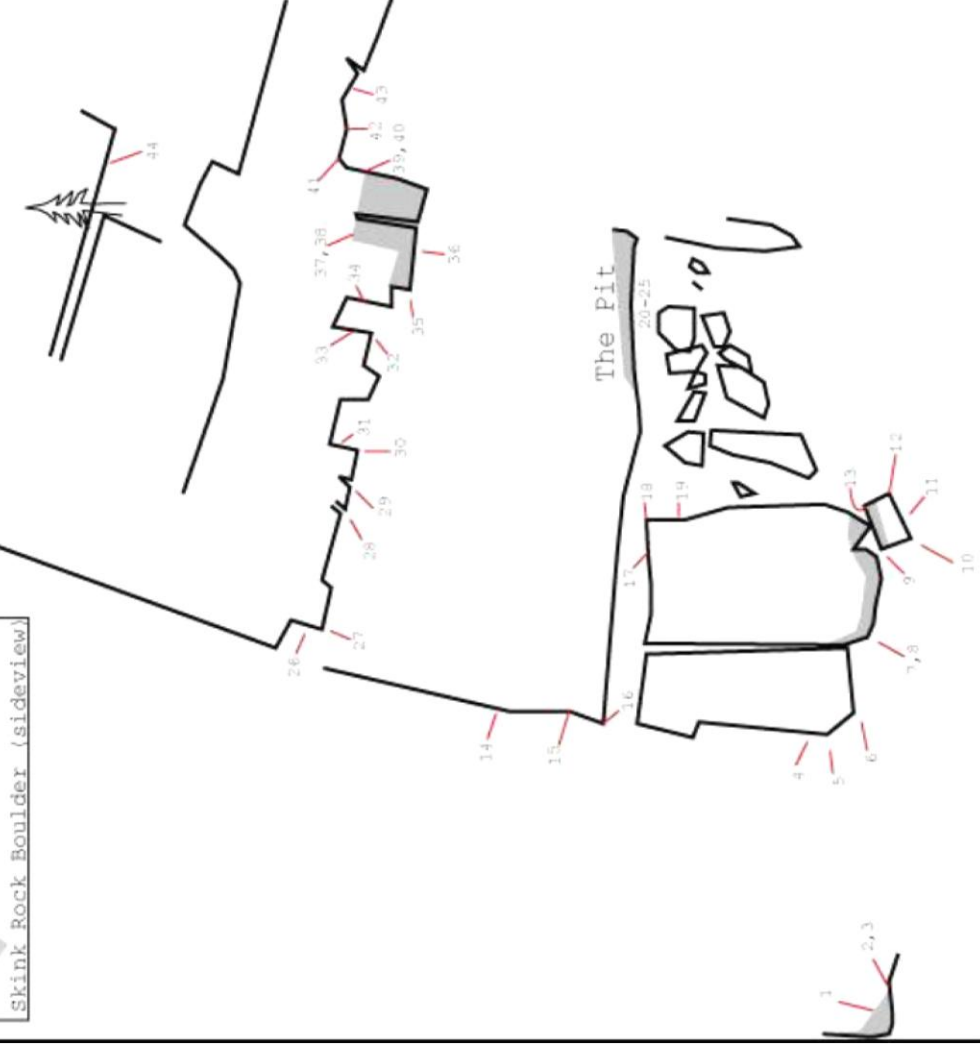
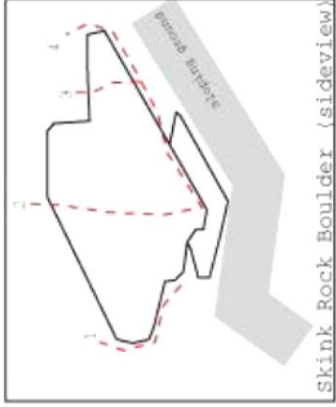
*The grades are approximate.*

### Balcony Rock Boulders

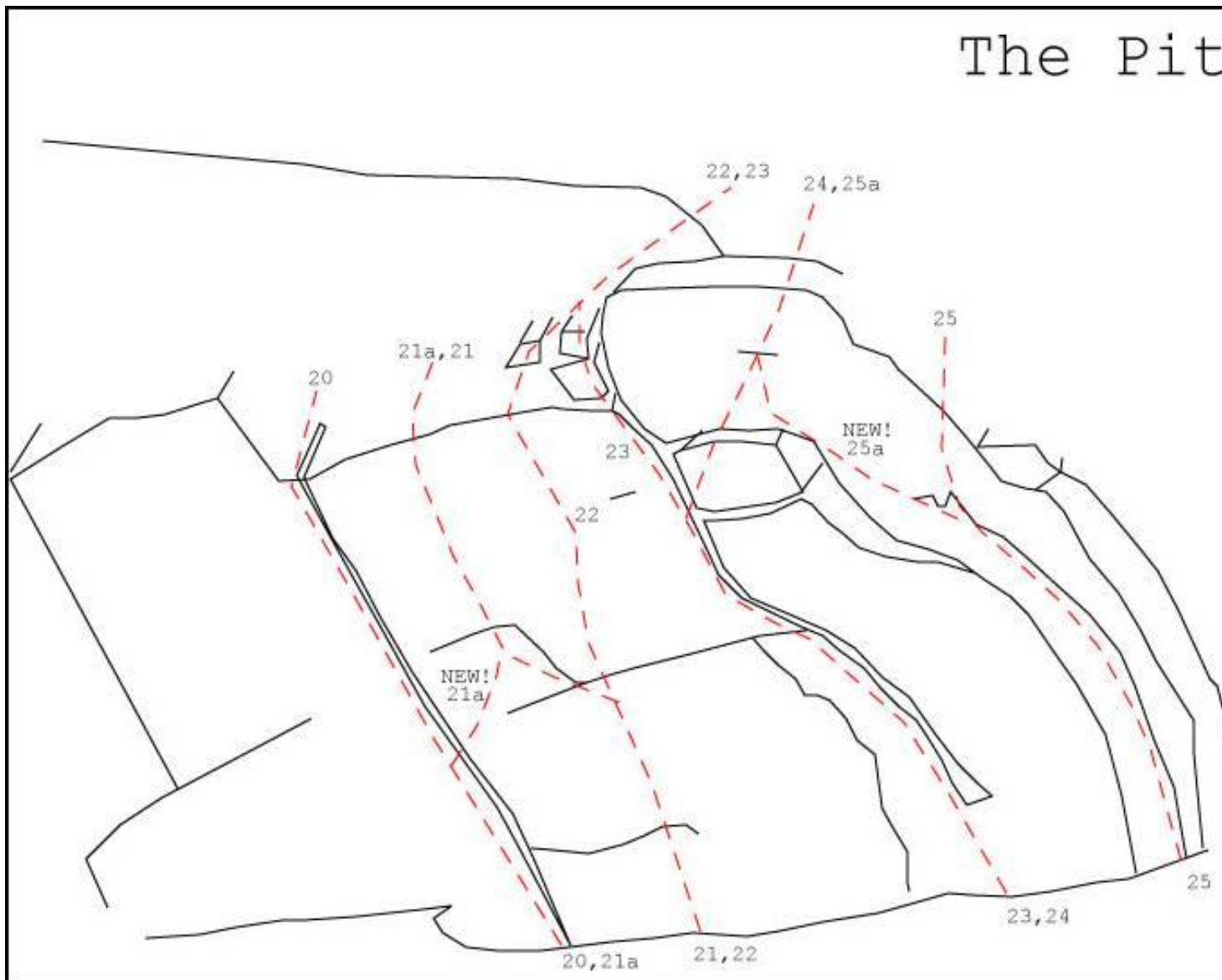
1	slab	V0	Skippy's Flapjack
2	good slab	V0	Crescent Glide
3	climb right leaning arete to the ridge and topout	V2	Y Equals X
4	ss, start on the rail and go straight up to the same topout as #3	V6/7	X Squared
5	ss, same start as #4 but climb right on the rail to the false summit and topout	V7/8	X Cubed
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 slopy 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)		Turbo Thrush/ V6/8 Escape From Alcatraz (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 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



# The Pit



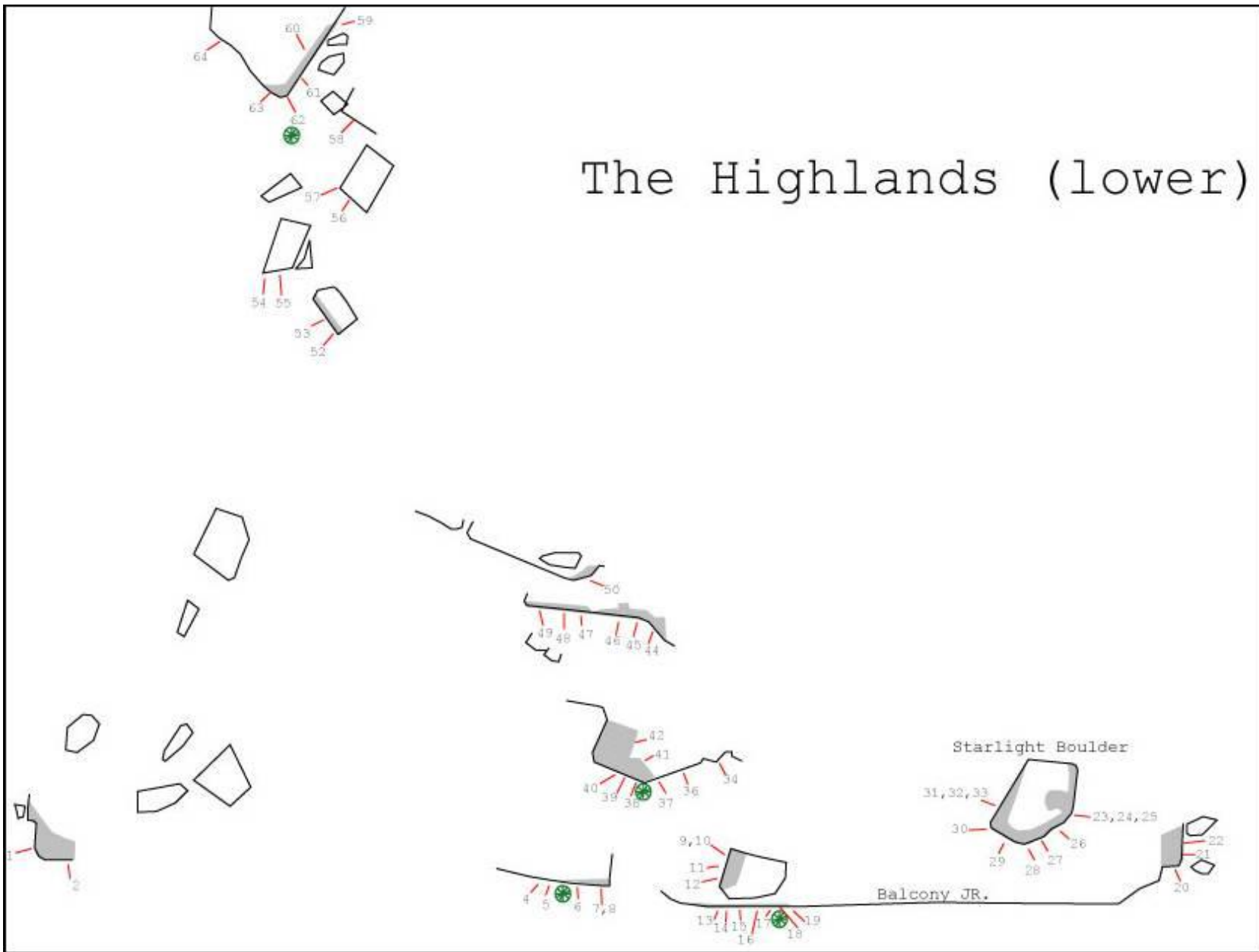
*Grades are approximate.*

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, squeezing 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

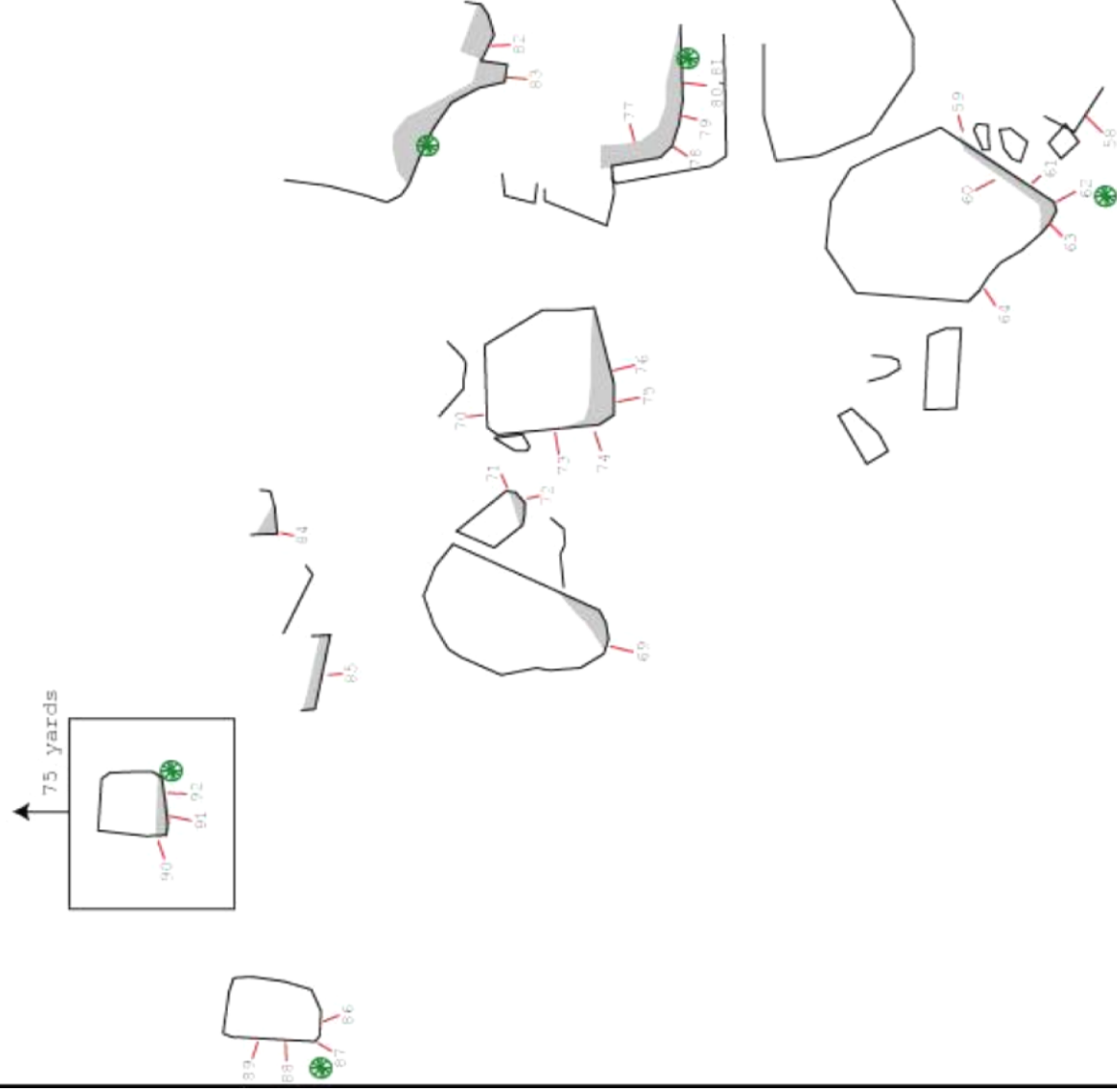
that block, Loose??)

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)



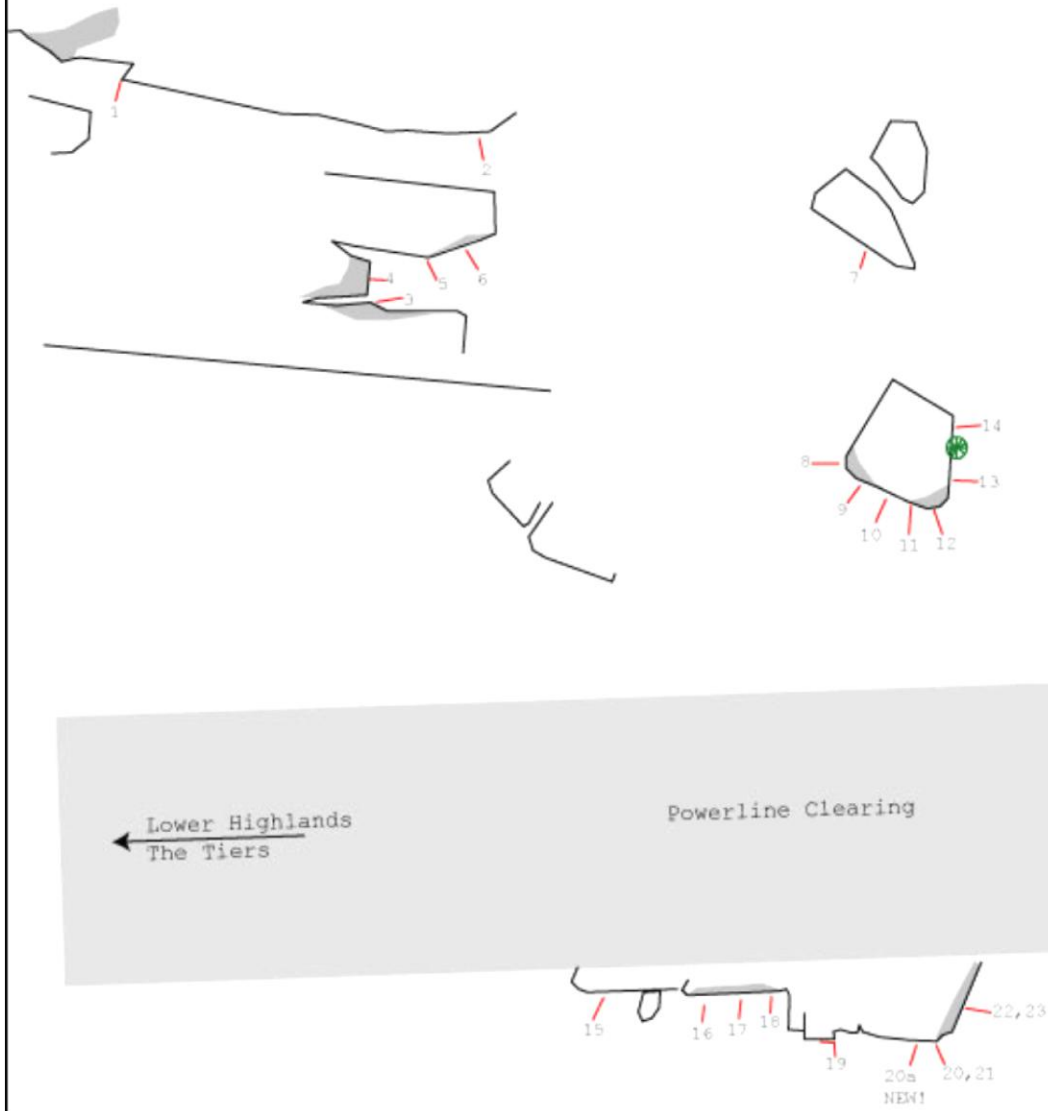
<b>The Highlands</b>			
1	Is it possible to climb this overhang?	P	
2	ss, right edge/arete of overhang traverse thang	V?	
3	XXXXXXXXXXXX		
4	ss, slopers	V0	Big Easy
5	ss, crack jugs	VB	Seams Easy
6	ss, start at right facing corner and go up, using upper arete drops grade	V3	The Squinch
7	ss, straight 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	
<b>Sunshine Wall (base of Balcony Jr.)</b>			
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 slopy 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	XXXXXXXXXXXXX		
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	Sweetie 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	XXXXXXXXXXXXX		
44	XXXXXXXXXXXXX	V0	
45	XXXXXXXXXXXXX	VB	
46	ss	VB	
47	ss variations	V0	
48	ss	V0	
49	ss	VB	
50	XXXXXXXXXXXXX	V1	Font without the Fric
51	XXXXXXXXXXXXX		
52	XXXXXXXXXXXXX		

53	XXXXXXXXXXXXX		
54	XXXXXXXXXXXXX		
55	XXXXXXXXXXXXX		
56	XXXXXXXXXXXXX		
57	XXXXXXXXXXXXX		
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	XXXXXXXXXXXXX		
66	XXXXXXXXXXXXX		
67	XXXXXXXXXXXXX		
68	XXXXXXXXXXXXX	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	XXXXXXXXXXXXX		
83	XXXXXXXXXXXXX		
84	XXXXXXXXXXXXX		
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

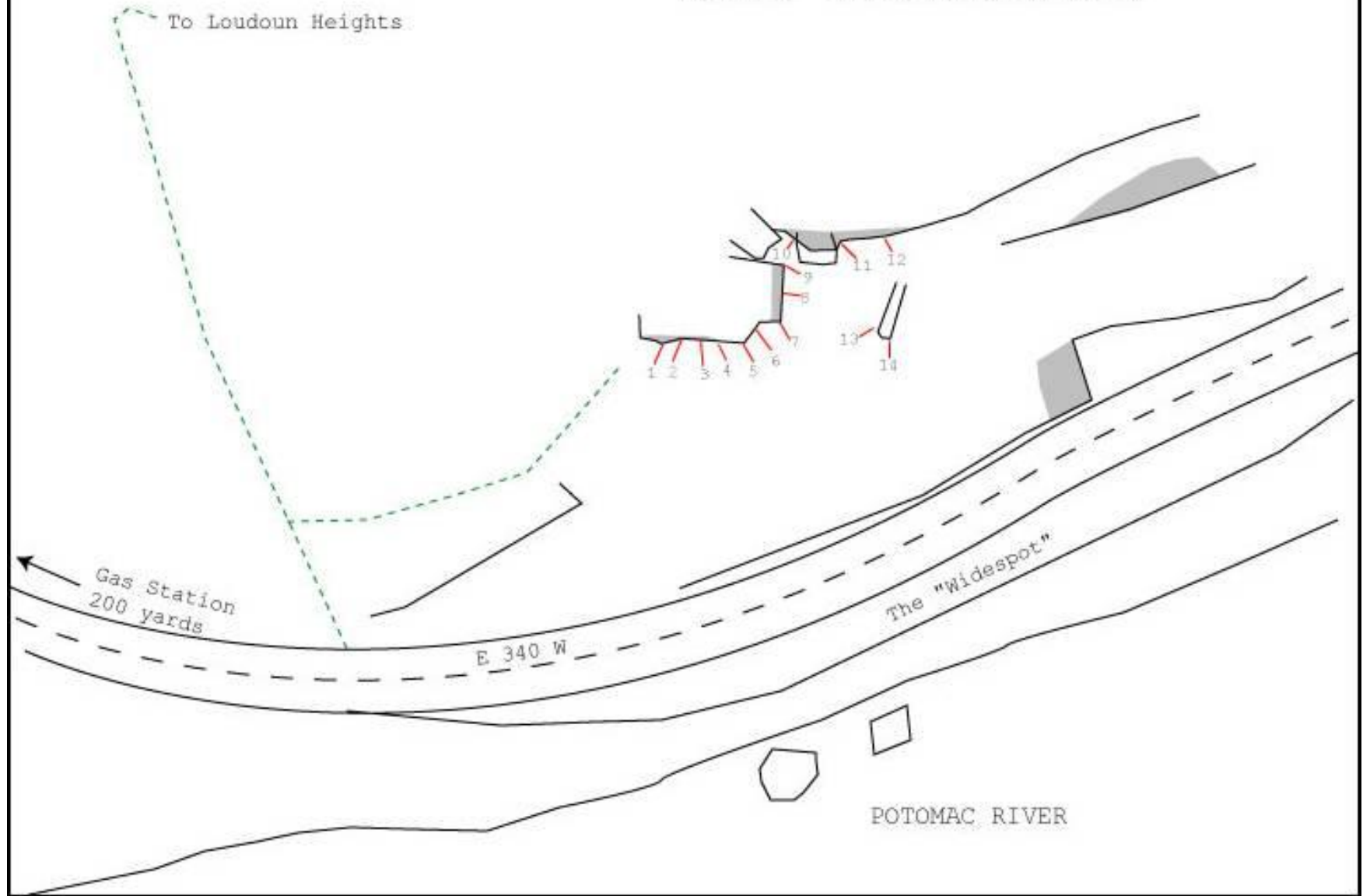


## Underground Railroad Overhang

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.<br>Wall/Pedestal to the left is OFF for full grade.           | <b>V7</b>   | Underground Railroad |
| 2 | Same start as Underground Railroad but split right at the two holds that look almost identical.<br>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. | <b>V5</b>   | Tennessee Stud       |
| 3 | Start on the jugs at the split, climb second half of Underground Railroad  | <b>V6</b>   | Train Stain          |
| 4 | Start on the jugs at the split, climb second half of Tennessee Stud  | <b>V4</b>   | Pony Ride            |
| 5 | Start on the jugs at the split, climb out right to exit  | <b>V4/5</b> | Snap!                |
| 6 | Start back in against the wall, traverse outward and come up on slopers  | <b>V3/4</b> | Pop!                 |
| 7 | Start on the left hand downsloping hold, right hand on the crimp with a thumb wrap, head out right.  | <b>V3/4</b> | Zoom!                |
| 8 | There are many variations to do, Have Fun!   |             |                      |

# The Frontier



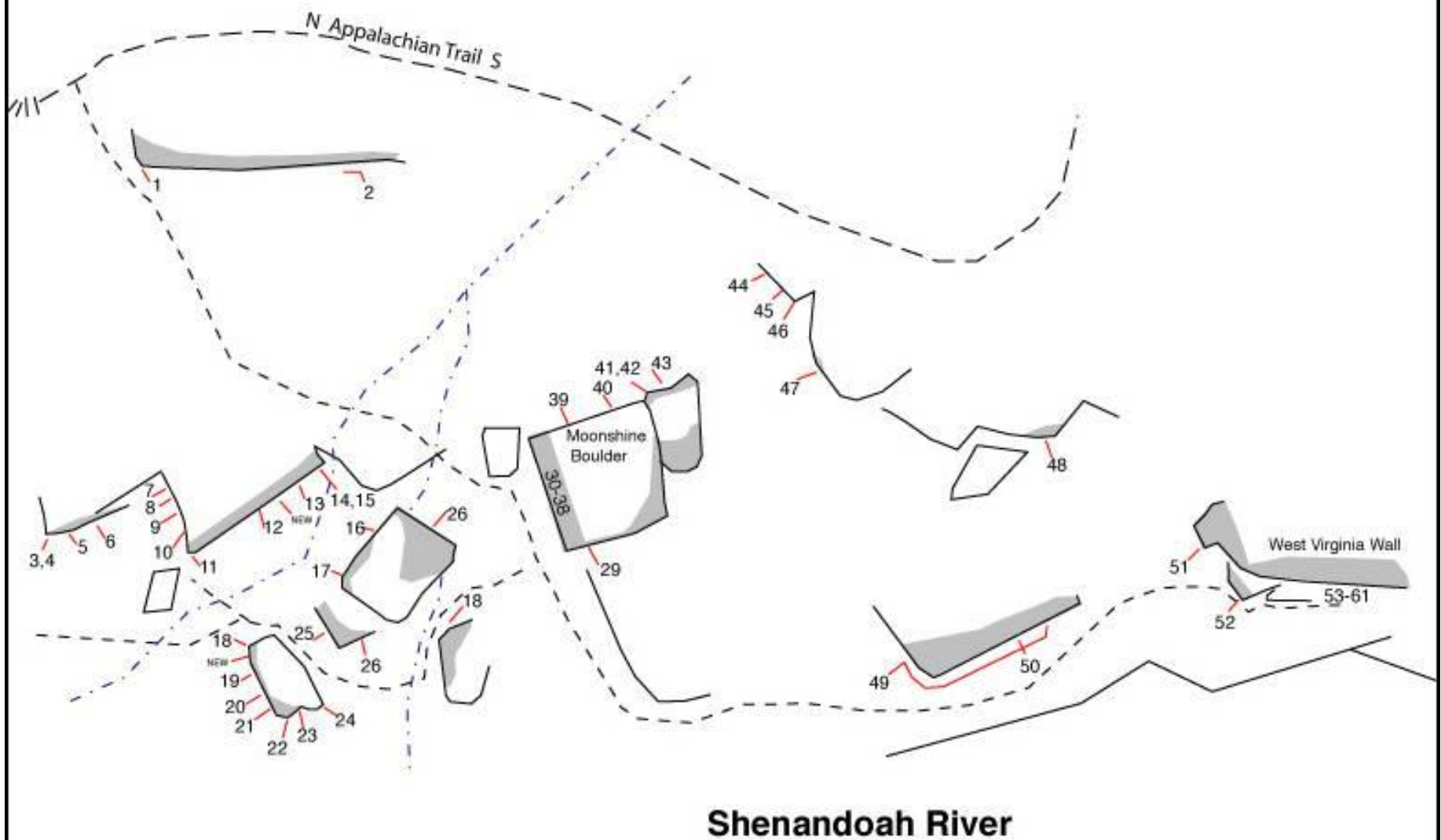
<b>The Frontier</b>			
1	variation		
2	variation		
3	Variation		
4	crack	V0	Silver Leaf
5	variation	V0	
6		VB	
7	ss	V2 / 3	Stalking the Shogun
8	Ss on crimps with feet down in the hole, climb the overhanging face via pinches, crimps, and slopers.	V4 / 5	Couvert De Chocolate Mamelon (quality moves over 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)**

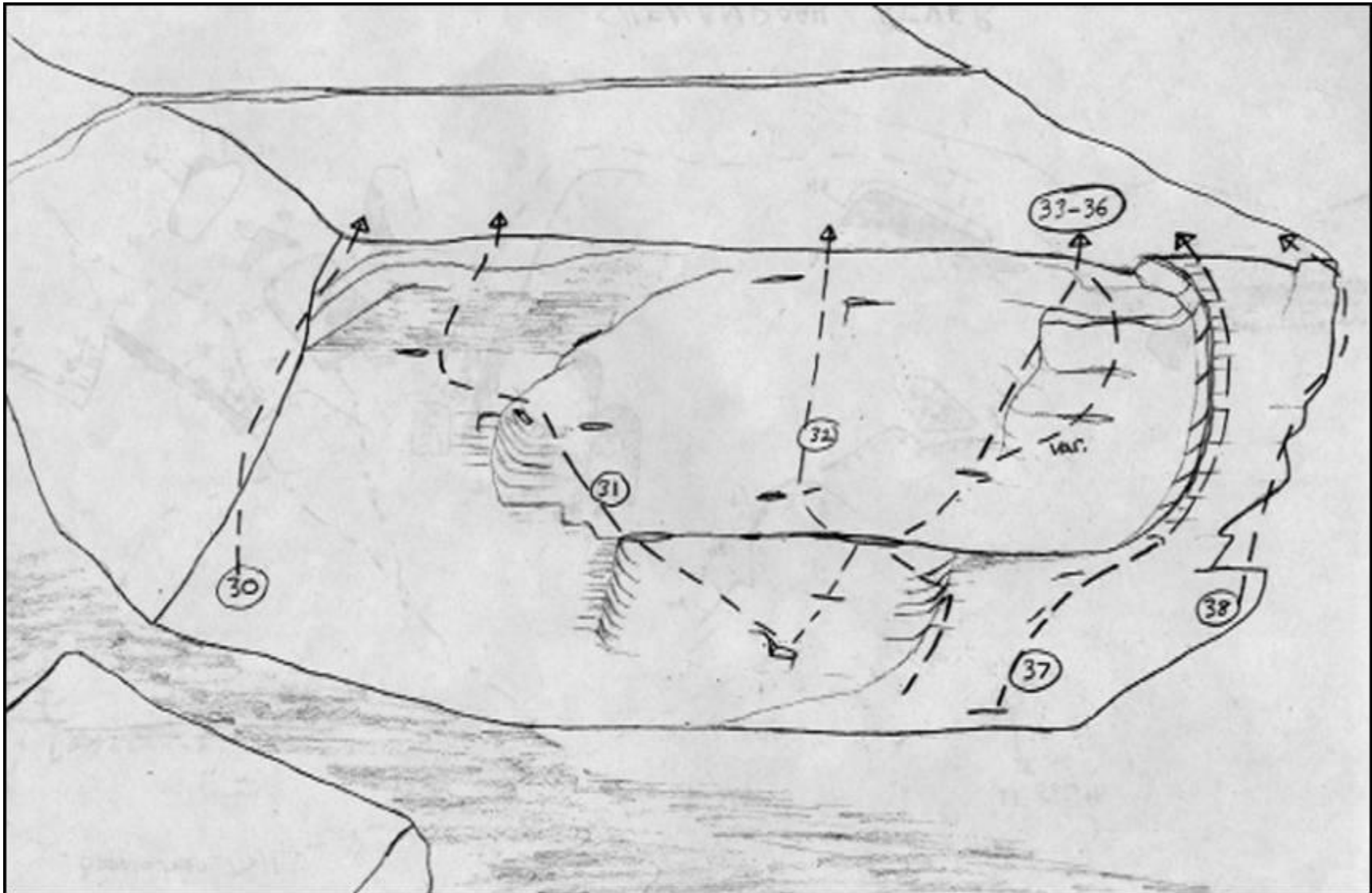
This area contains a handful of problems on great rock.  
One super project status boulder problem found here.

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.

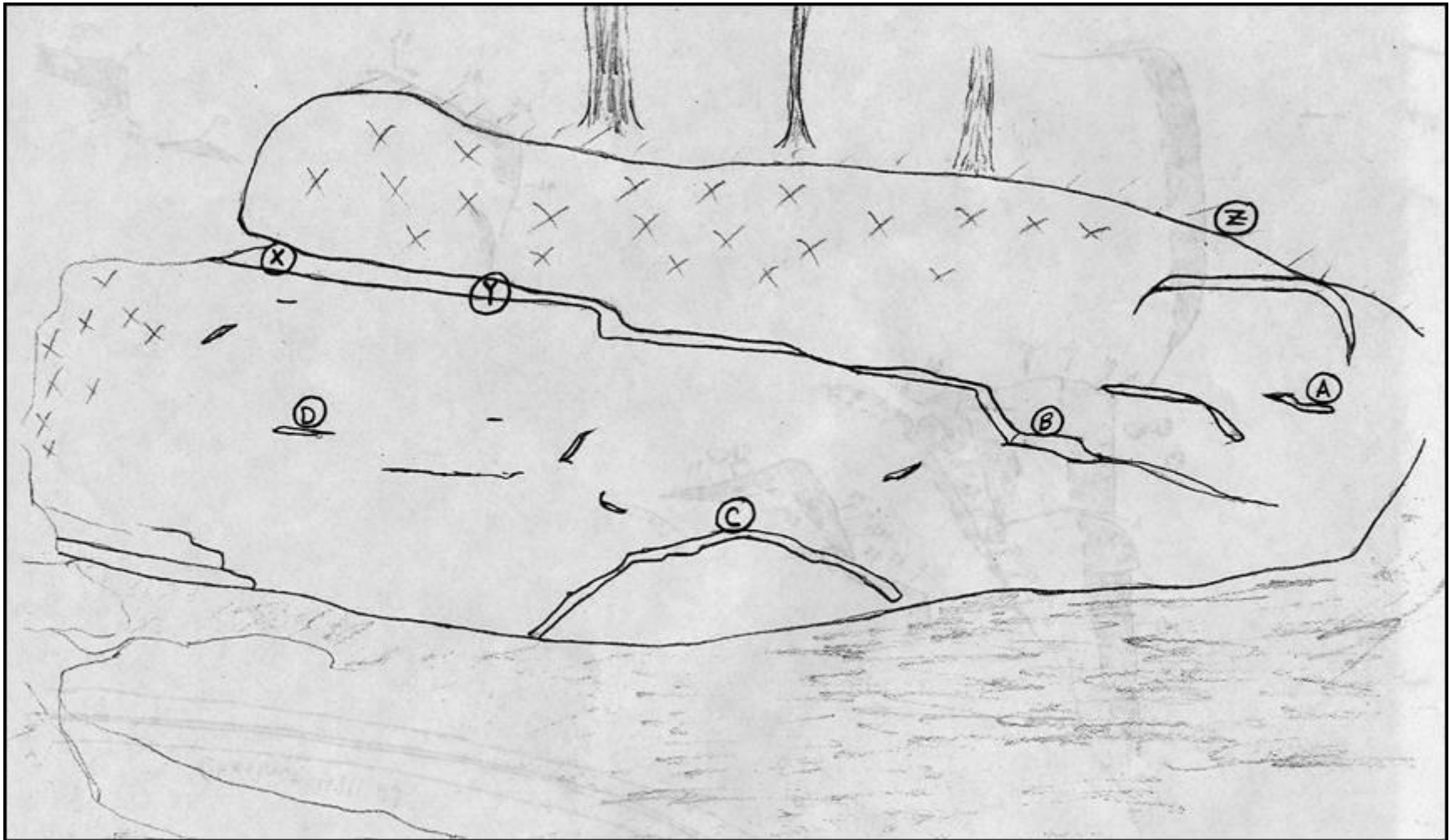
# The Shenandoah Boulders



## THE MOONSHINE BOULDER



# THE WEST VIRGINIA WALL



## Shenandoah Boulders

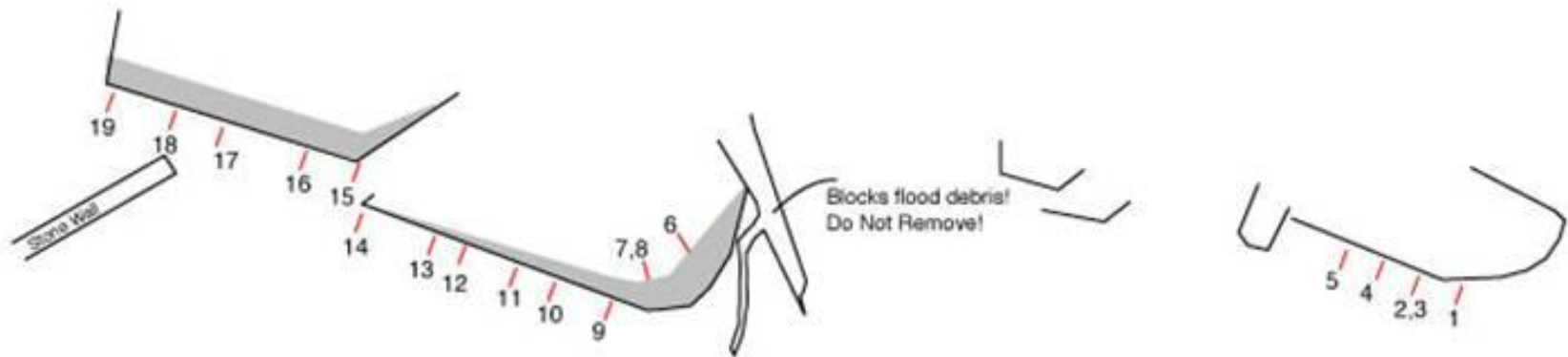
1	Ss, fun arête.	V1+	Edge of Chaos
2	XXXXXXXXXXXX	P	
3	XXXXXXXXXXXX	V0	
4	XXXXXXXXXXXX	V0	
5	XXXXXXXXXXXX	V0	
6	XXXXXXXXXXXX	V0	
7	water groove	VB	Worm Signs
8	crack	VB	Erratic Pulse
9	slab	V0	Luby Kate
10	water groove	V0	Blues Cruise
11	ss, start at the base of the overhang and move up left onto arête	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 <b>MISLABLED #18</b>		
28	ss, dirty, crimpy, and low <b>MISLABLED #26</b>	P	
29	XXXXXXXXXXXX		
<b>Problems 30 through 38 are on the Moonshine Boulder</b>			
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	XXXXXXXXXXXX		
45	you know you want to climb that crack. It actually looks good	P	
46	XXXXXXXXXXXX		
47	XXXXXXXXXXXX		

48	XXXXXXXXXXXX		
49	XXXXXXXXXXXX		
50	XXXXXXXXXXXX		
51	out right edge of roof to a mantle	P	
52	ss, short overhang to mantle	V0	Prep It
<b>Problems 53-61 are on the West Virginia Wall (all problems are ss)</b>		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



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.