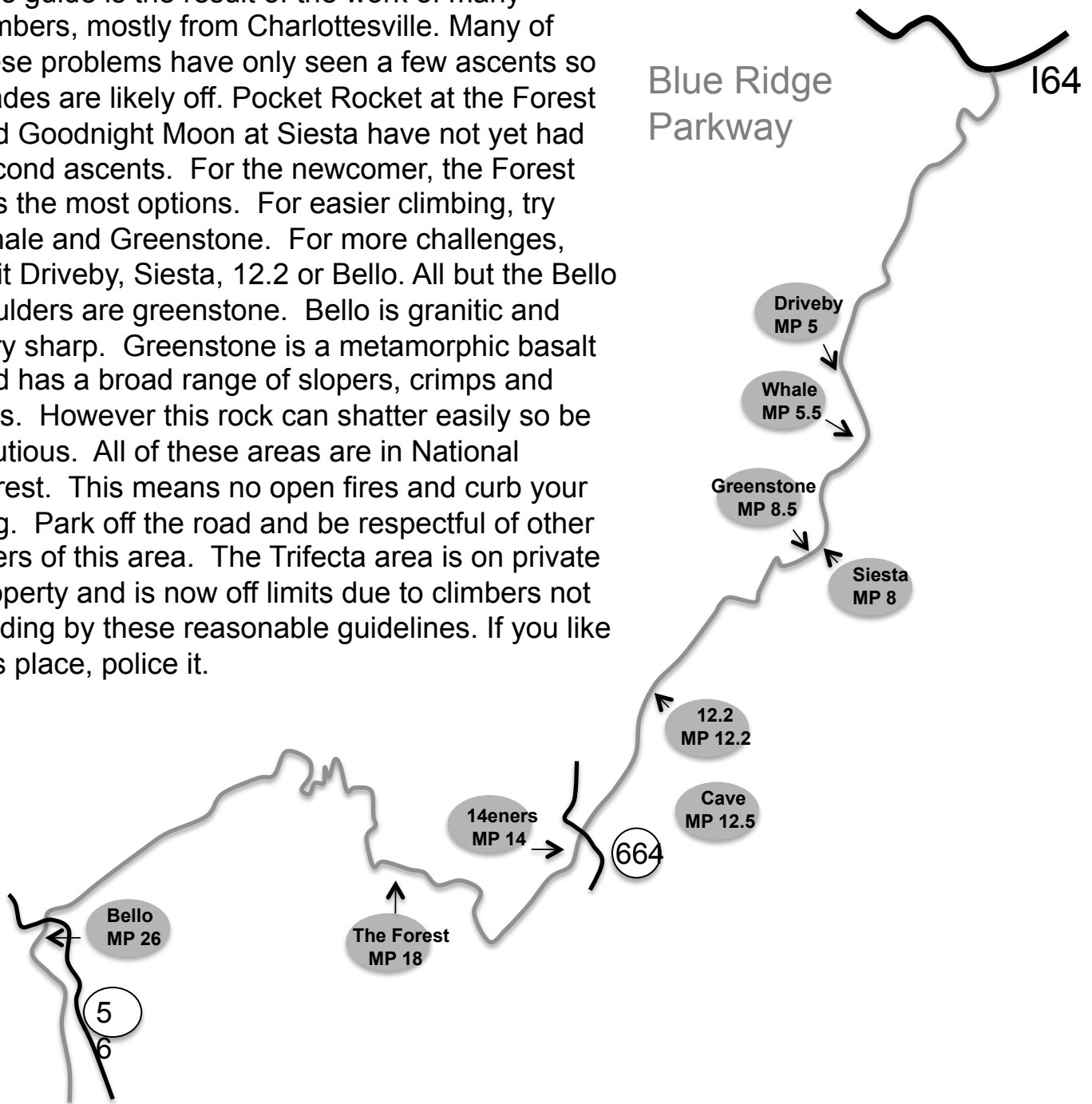


Overview

This guide is the result of the work of many climbers, mostly from Charlottesville. Many of these problems have only seen a few ascents so grades are likely off. Pocket Rocket at the Forest and Goodnight Moon at Siesta have not yet had second ascents. For the newcomer, the Forest has the most options. For easier climbing, try Whale and Greenstone. For more challenges, visit Driveby, Siesta, 12.2 or Bello. All but the Bello boulders are greenstone. Bello is granitic and very sharp. Greenstone is a metamorphic basalt and has a broad range of slopers, crimps and jugs. However this rock can shatter easily so be cautious. All of these areas are in National Forest. This means no open fires and curb your dog. Park off the road and be respectful of other users of this area. The Trifecta area is on private property and is now off limits due to climbers not abiding by these reasonable guidelines. If you like this place, police it.



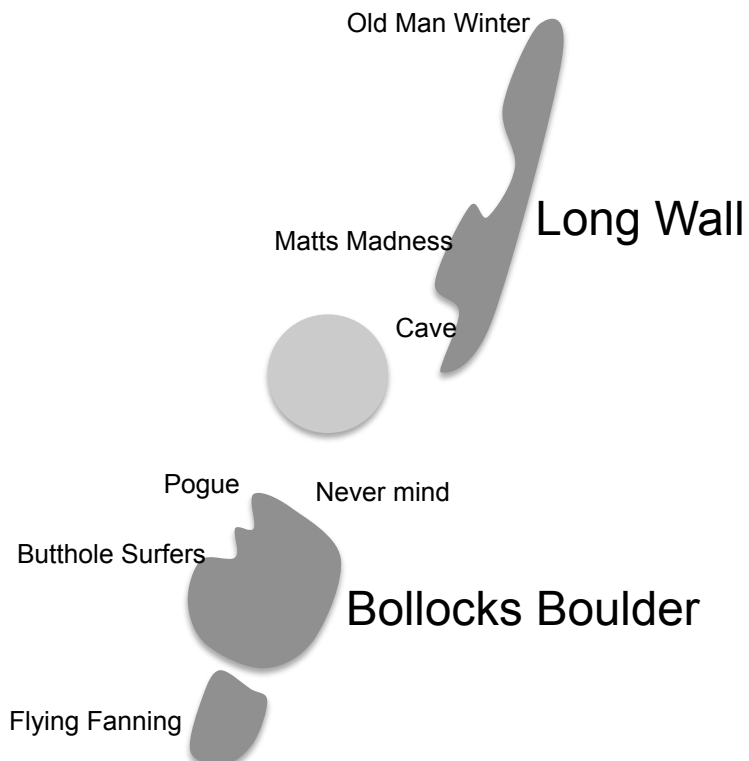
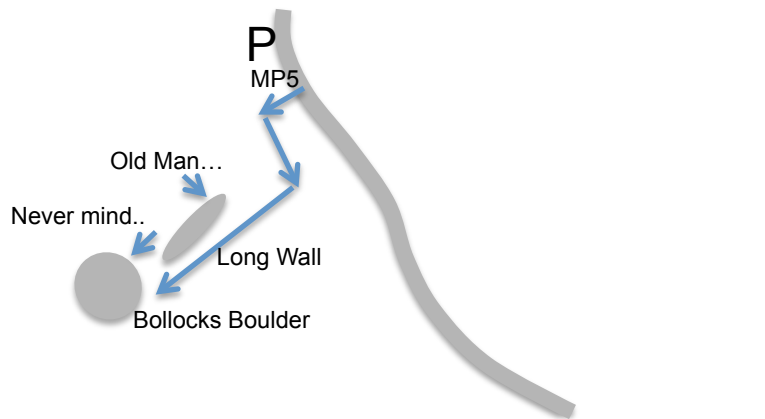
Driveby Boulders

Classic problems:

Never Mind the Bollocks V3

Old Man Winter V1

Captain Hook V5

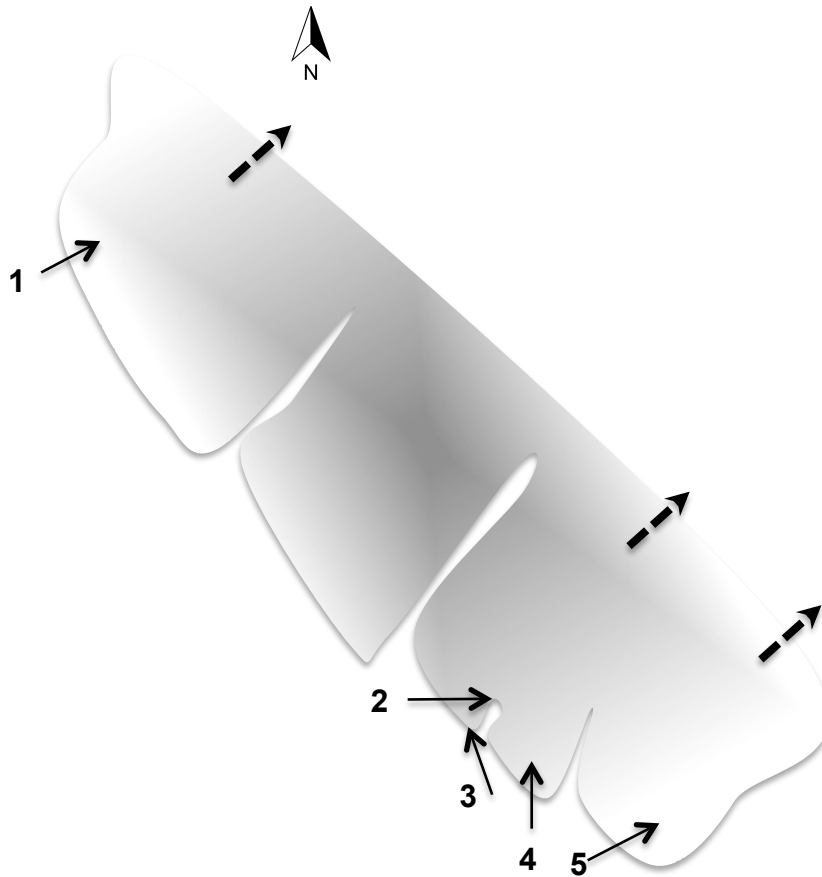


Never Mind the Bollocks



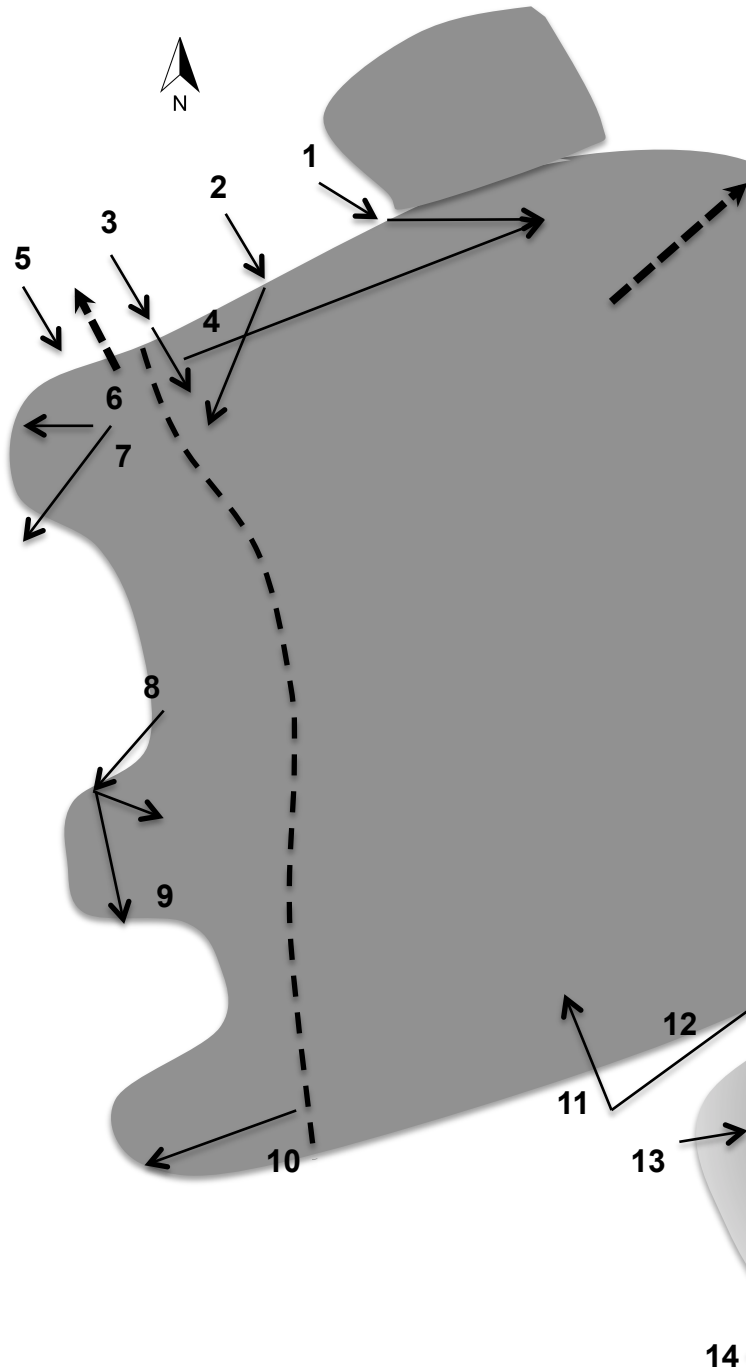
Old Man Winter

Long Wall



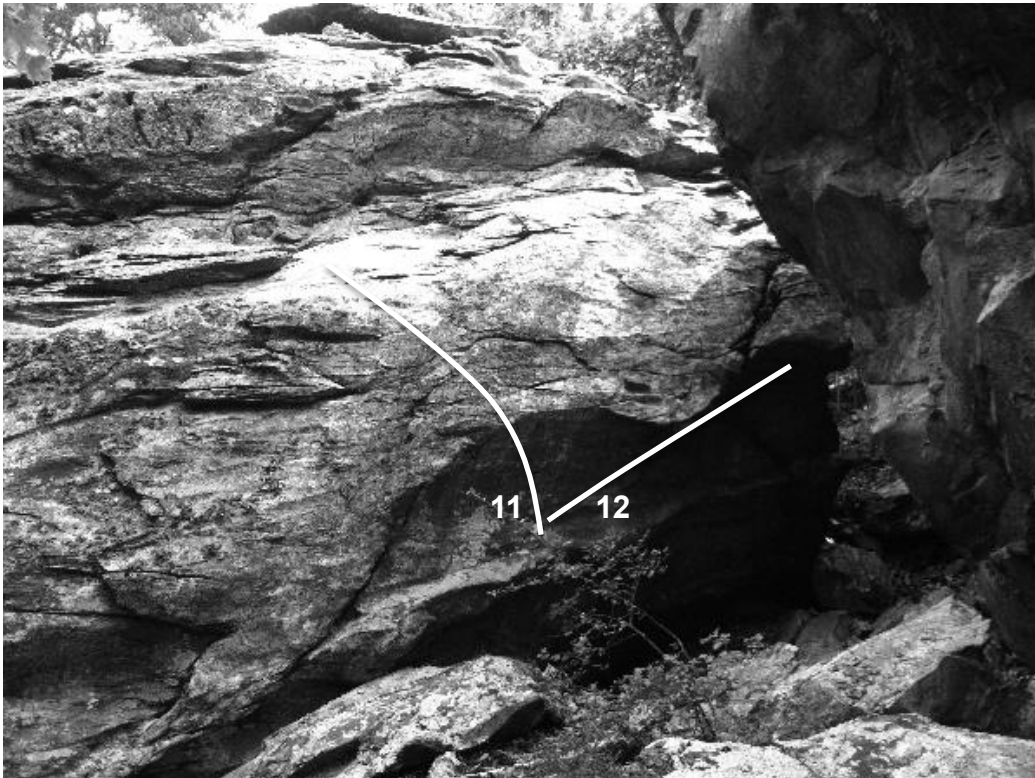
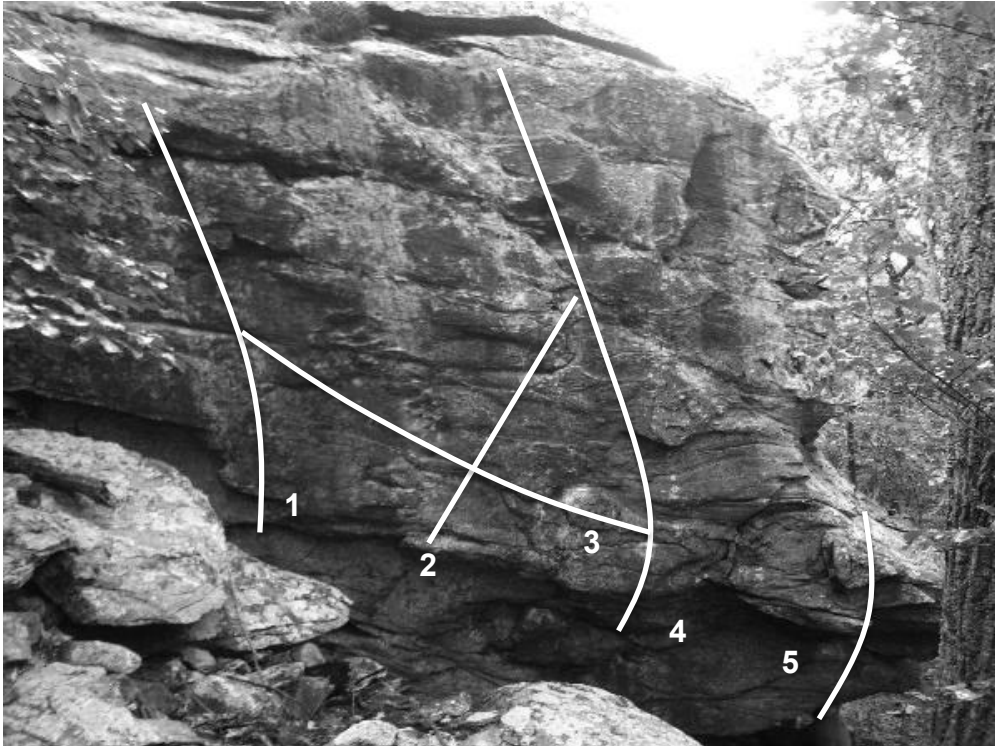
1. **Old Man Winter*** V1 x** Start on low crimps and move up along sloping rails. Keep heading right to top out at the prow. This is an exhilarating experience and not for the faint of heart.
2. **Cruisin USA V6** Start on left side of wall and move right to join Matt's Madness.
3. **Cool runnings V4** Start on jugs on right side of steep wall and follow big moves to top out just left of the slot.
4. **Arete project.** Beautiful textured sloping edge on the right side of the Madness Wall
5. **Finger shitter V4.** Start on sharp crimps and bad feet just above the cave, at the right end of the Long Wall. Move right to sharp holds and top out.

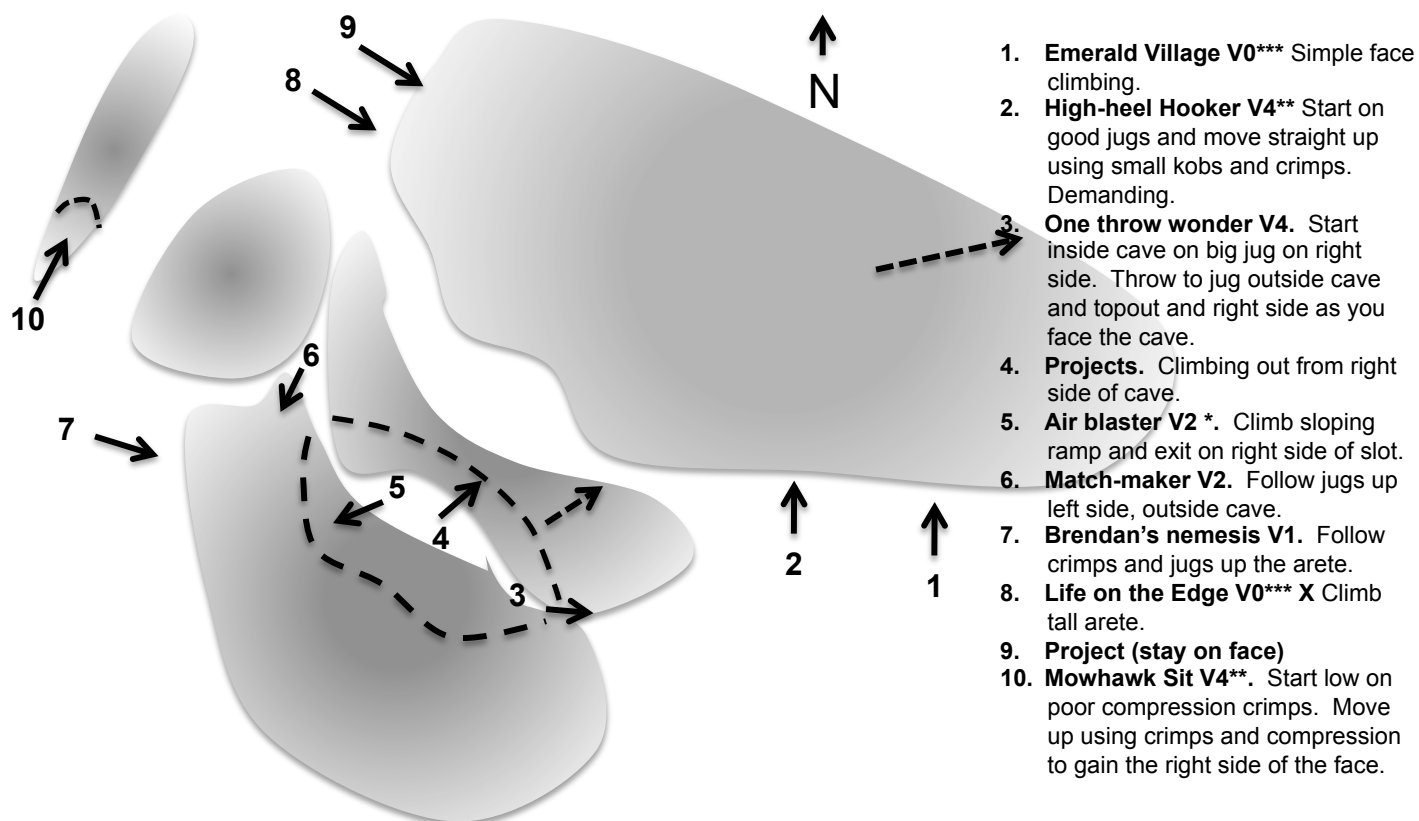
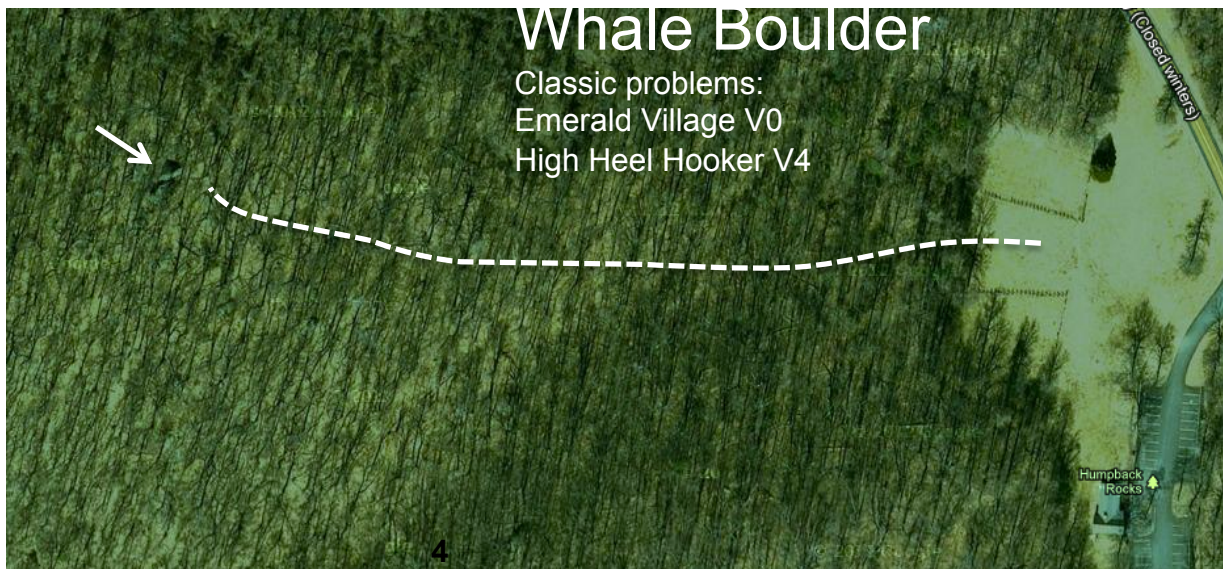
Bollocks Boulder



1. **Bollocks Direct V5** Start on low jug and climb straight up to sloper rail to top out.
2. **Mind the Bollocks V4** Start on jugs and gain the crimps on the center of Never Mind and follow to top.
3. **Janus Face V6** Start same as Never mind but traverse left to join Bollocks Direct.
4. **Never Mind the Bollocks V3*** x** Start on low jug below the break. Climb to crimps on green dish-like feature, following more crimps and finally jug-haul topout. Demanding!
5. **Pog Mo Thoin V2 **** On right side of Bollocks face, start very low on chossy jugs and make big move to good holds, and top out onto ledge. Jump down from the ledge.
6. **Katherine's Flash. V2** Start on big loose flake, just to right of Pog, and move straight up to topout into the slot.
7. **Captain Hook V5 ***** Same start as "Katherine's Flash" but go right under roof to good holds on other side. This problem can be done with double toe hooks near the start switching to double toe hooks at the finish holds.
8. **Butt Hole Surfer V4** Start on flakey sloper to left of extending overhang using good left heel. Move right onto the prow on good jugs and heels, going under the prow and toping out on the other side. Jump down from top out.
9. **Butt Hole Buttress V4** Start same as BHS except top out on left side of prow.
10. **Rail man V5** Start back in cave and come out along rail trying to keep your back from hitting the rock.
11. **Fanning Mantel V2** Start on low poor crimp and move up to good jugs. Top out straight up or to left.
12. **Laying straight V5** Start same as Fanning Mantel except move right to top out around corner.
13. **Warm up on bad rock V1** Climb left side of buttress.
14. **The Flying Fanning V0** Start low and top out straight up. Best warm up problem here.

Photos: see over



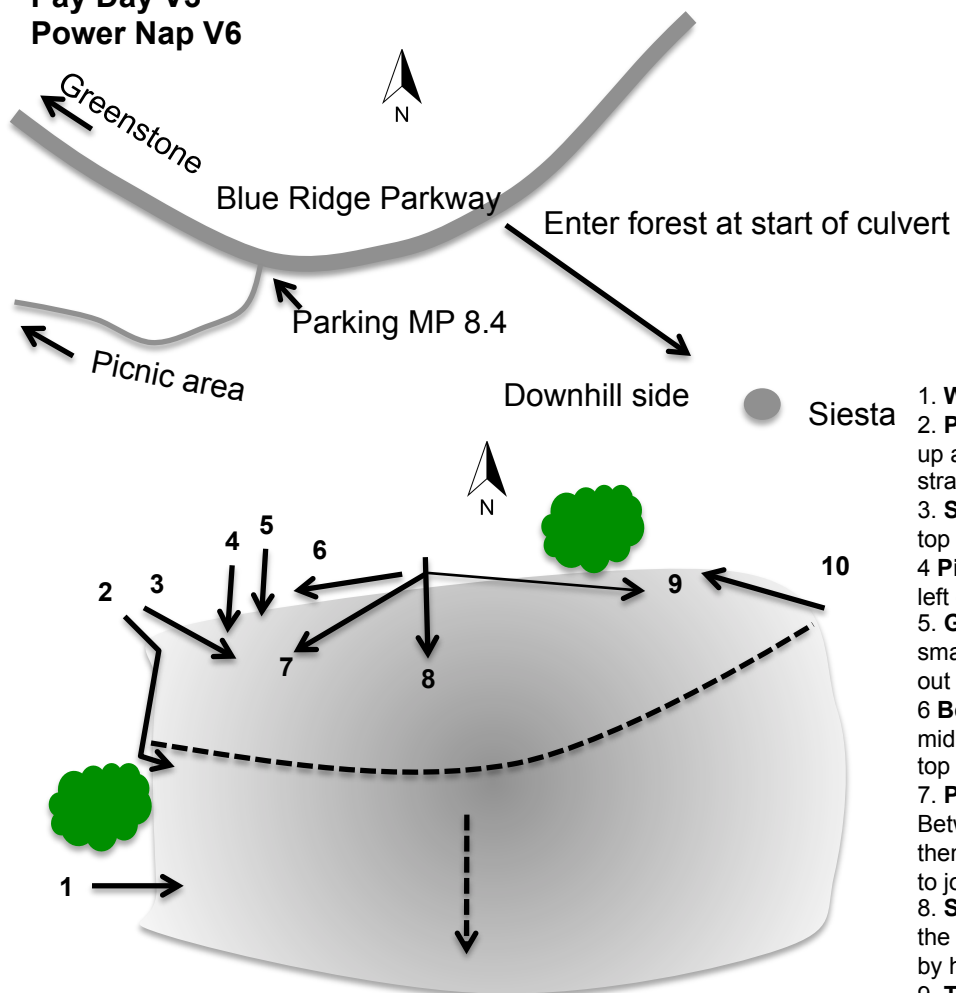


Siesta Area

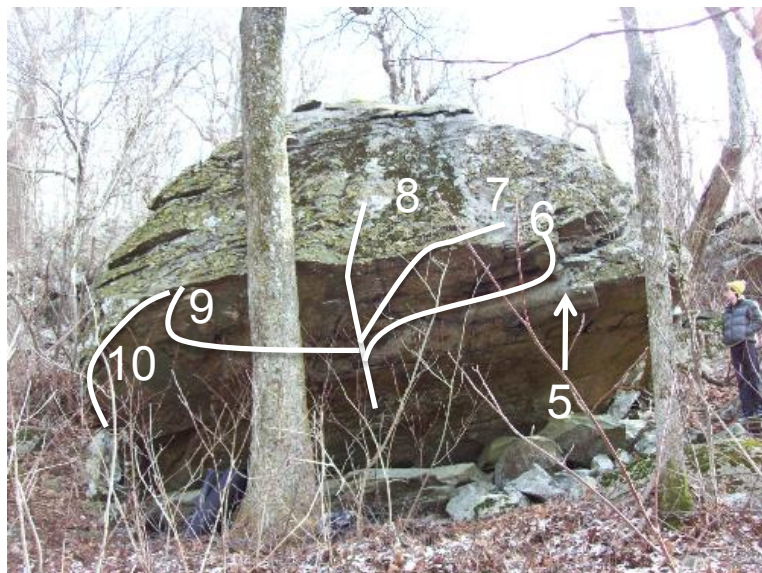
Classic problems

Pay Day V3

Power Nap V6



1. **Wakeup** V1. Just uphill of tree. SDS.
2. **Pay day**** V3 Start on large jugs and climb up and right topping out near tree. V6 top out straight up.
3. **Sleepy Gonzalez** V4. Start on Pay day and top out left, same as power nap.
- 4 **Pillow talk** V9. Start spanning the prow just left of Pay Day and climb straight up
5. **Goodnight Moon** V-hard? Start on two small crimps and poor feet and climb/campus out to crimp and then jugs.
- 6 **Between the sheets** V9 Start on big jug in middle of face and traverse right below lip to top out above Goodnight Moon.
7. **Power Nap** V6 *** Start on same jugs as Between the sheets, move up to crimps and then long move to lip. Move right a few moves to join the top out of Goodnight Moon.
8. **Siesta** V6 Start on same jugs as Between the sheets and make big move to lip followed by hard mantle.
9. **Top Bunk** V8. Start on same jugs as Between the Sheets and move left and gain a small crimp left of the tree and use it to gain lip and top out.
10. **Bedtime story** V7 Start at far left end of boulder and follow lip all the way around to top out left of tree.



Greenstone Trail

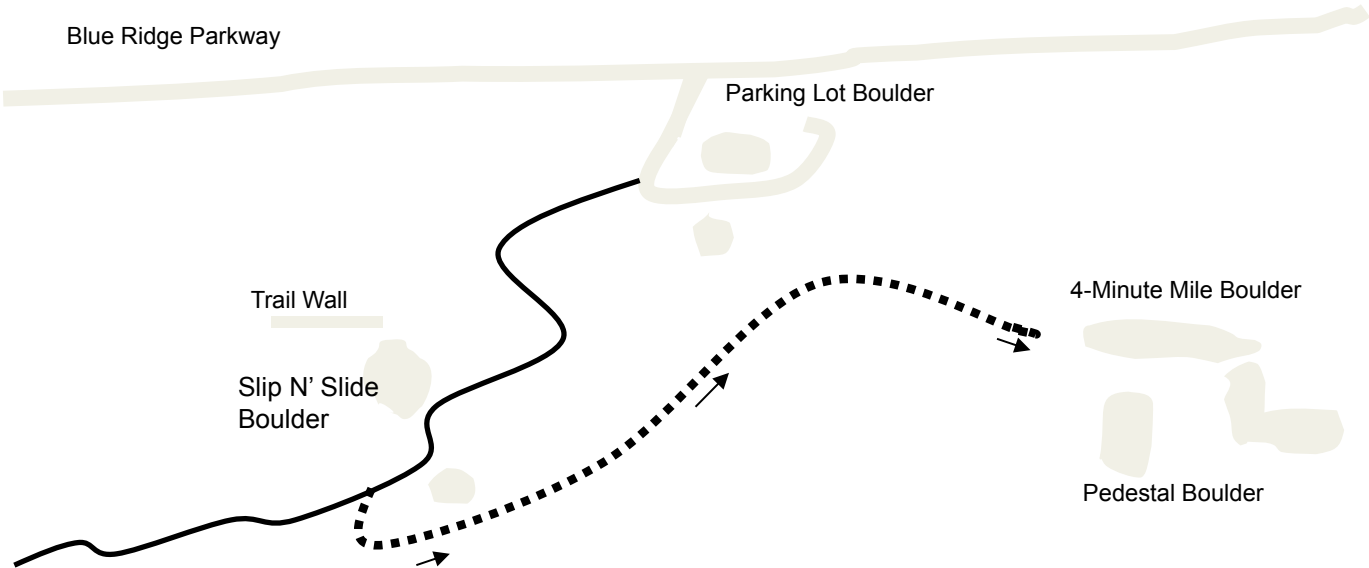
Classic problems:

Warm up: V0

Rubellion V4

Four minute Mile V9

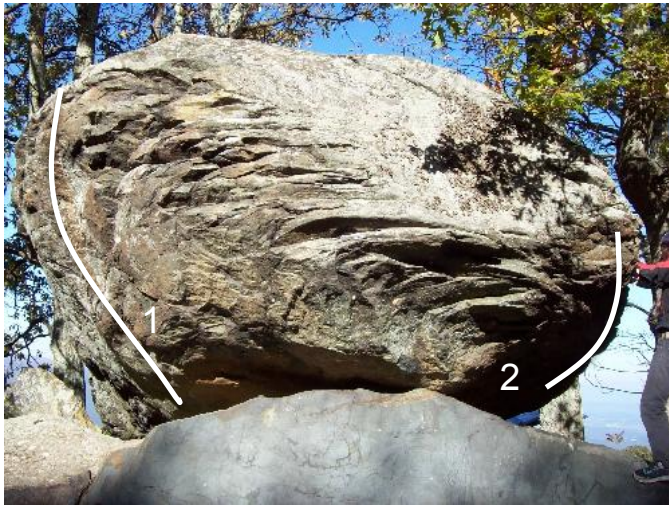
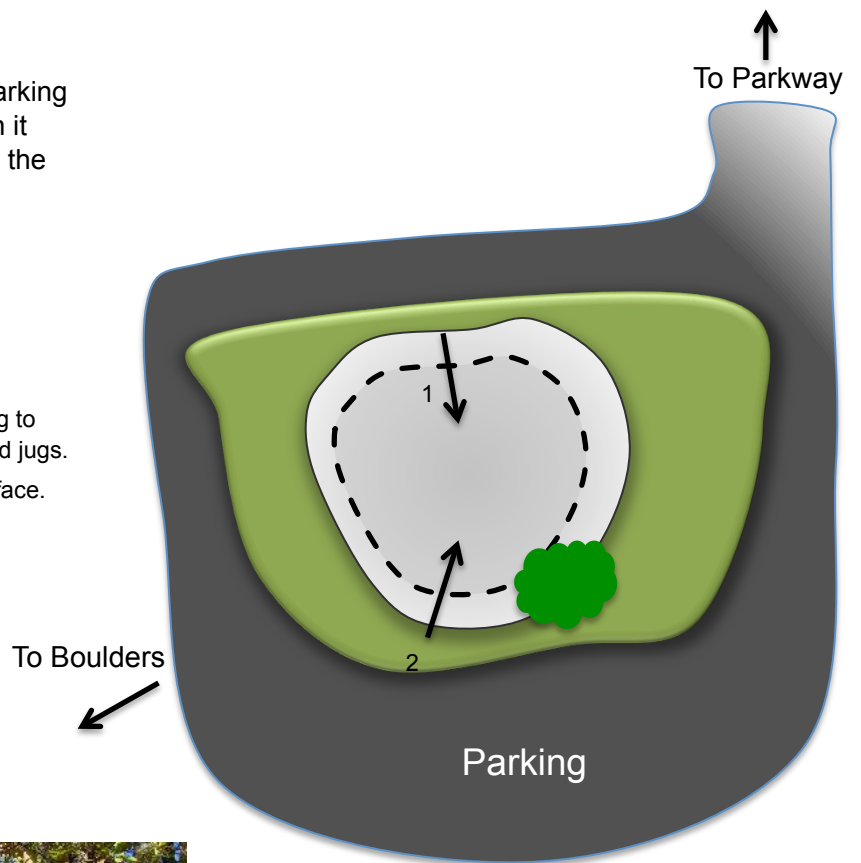
Area Map



Parking Lot Boulder

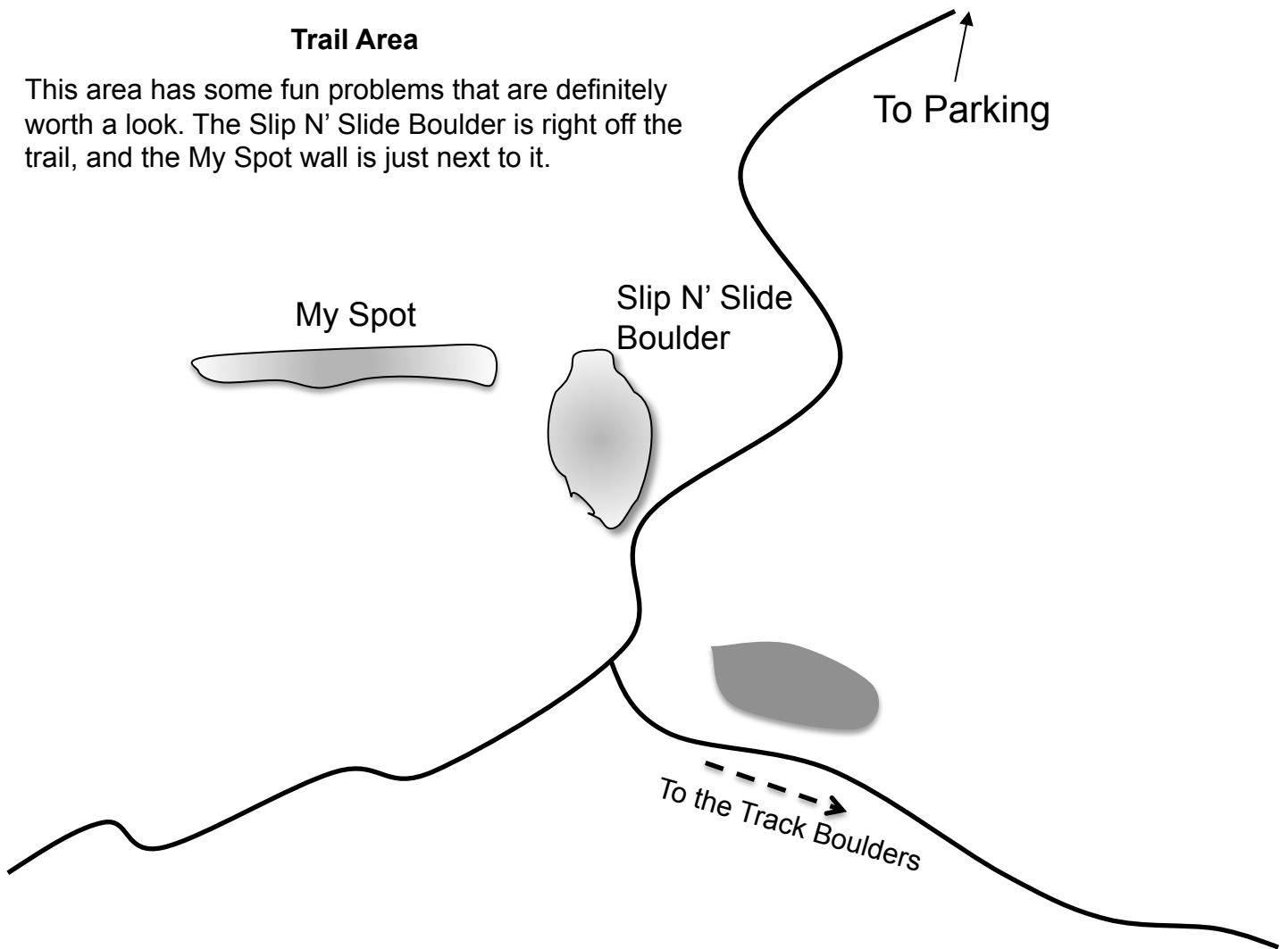
As the name implies, this boulder is in the parking lot/pulloff. It has a good warm-up problem on it and some potential hard topout problems on the backside facing the parking. All problems descend using the tree.

1. **Warm-up V0 ***** Stand on slab and grab big jug to start. Top out straight up using good slopers and jugs.
2. **Charles' Mantle V5** Start low and mantel onto face.

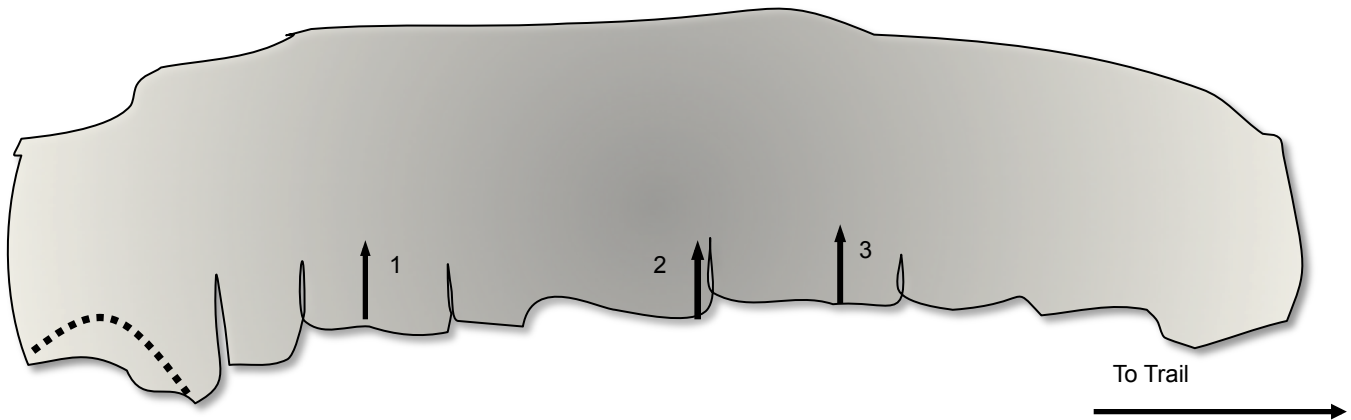


Trail Area

This area has some fun problems that are definitely worth a look. The Slip N' Slide Boulder is right off the trail, and the My Spot wall is just next to it.



My Spot Wall



- 1. Dyno Press V1** Start standing on the obvious juggy flakes on the left side of the wall. Top out straight up.
- 2. Rubbellion V4**** SDS on low juggy rail. Climb straight up through the arete feature on crimps. The ledge below the problem that you start sitting on is off.
- 3. Can't Press V1** Start standing on a jug and climb straight up on crimps to reach the lip and press out a mantle to top out.



Slip 'N Slide Boulder

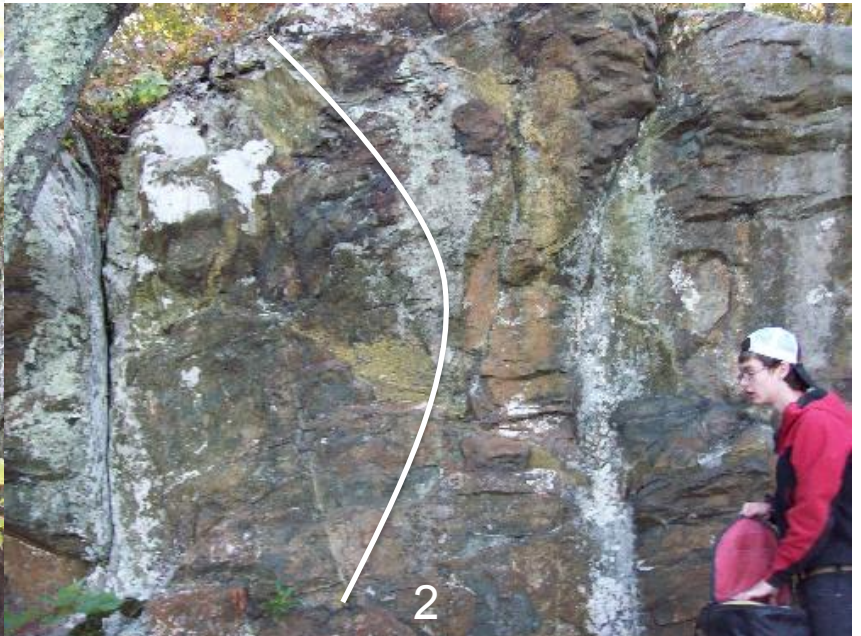


1. **Sloperfest V2** Start standing under small roof, then reach over roof and climb straight up on slopers to a tricky sequence up high. Make sure to have a few pads and a good spotter for this one, it could get a little hairy.
2. **Slip 'N Slide V2** SDS on slots under roof, then climb up and left to climb up the slab.
3. **Wounded Elbow V1** SDS on two pinches, then climb up through jug rail and holds on left arete.

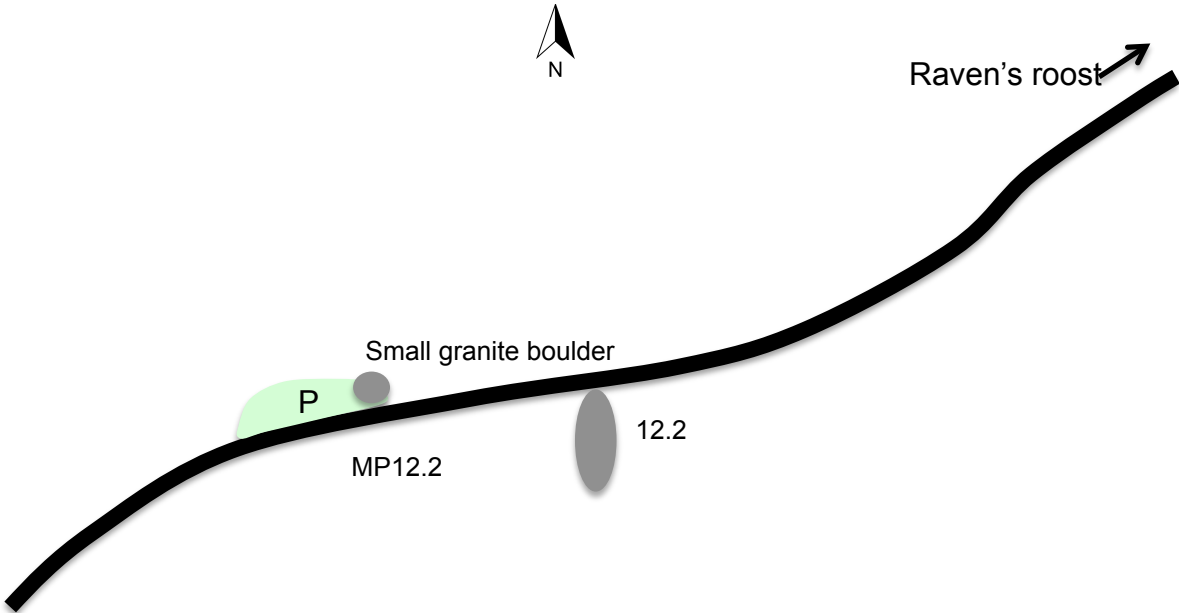
The Track Boulders

This set of boulders is almost directly below the parking lot, around 50 yards downhill of it. They can be reached by going down the trail to the Slip 'N Slide Boulder and cutting directly left off the main trail when it begins to turn left. Walk 20-30 yards left of the trail to below the farthest part of the parking lot, then hike straight down the hill. You should begin to see a downhill-facing wall and a boulder just in front of it. A few problems have been done on these boulders, but there's still a lot of room for development at this area. The Pedestal Boulder is just downhill of the mail wall, and has potential for a few boulder problems. There's also a V5 on the low steep roof just behind the main wall.

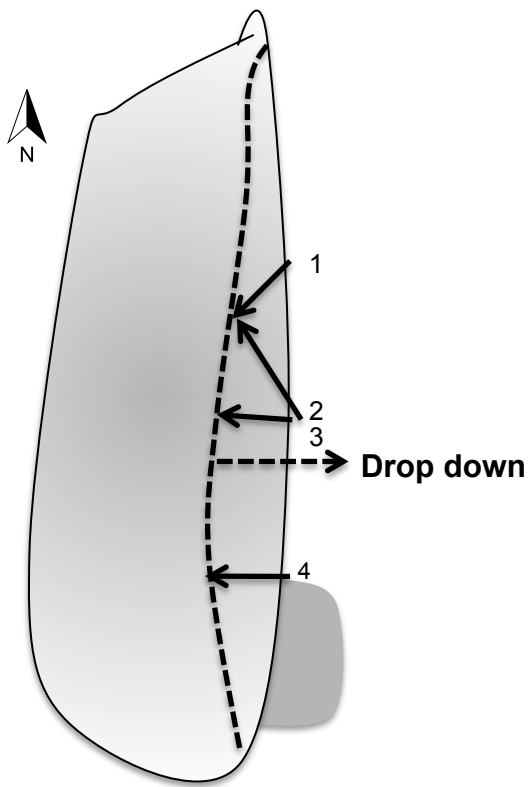
1. **Four-Minute Mile V9** Start low on jug rail under overhang. Climb straight up using underclings and crimps. Finish up and left on prow.
2. **Fifteen Seconds Over V4** To the right of Four minute is a wall. Start standing on edges. Climb up and left to finish in notch.



12.2



12-2

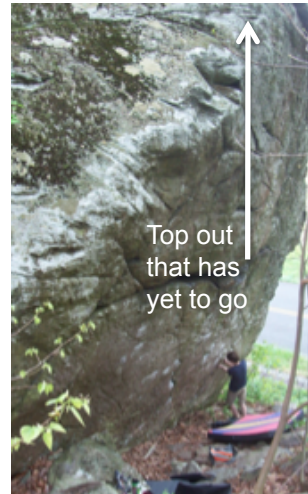


1. **Razzle Dazzle V8** Start low and right with right hand undercling on upper part of right-leaning roof feature and left hand edge just above. Climb out and left on sharp crimps and then up on the arete feature to finish by dropping off at the mid face break.

2. **Midnight Train to Georgia V8** SDS as low as possible on right-facing sloper in middle of face. Traverse right on good edges and bad slopers to grab the large horn at the top of the arete feature and finish at the mid face break. (Finish same as **Razzle Dazzle**)

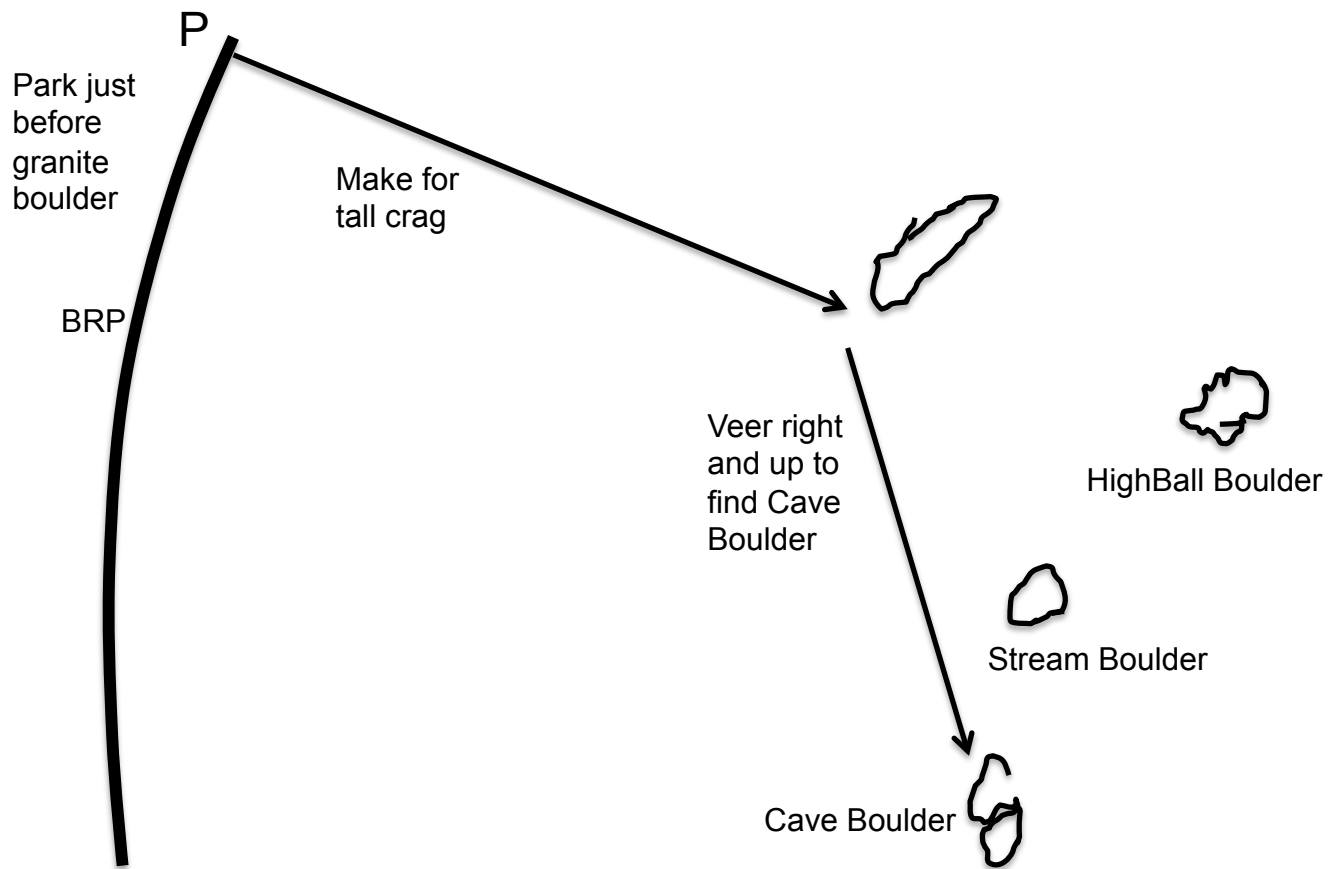
3. **Betamax V8** Start low on good edges in middle of face and climb straight upon pinches and crimps. (Start just above the start Slow Train) Finishes at the mid face break. A slightly lower start from the right-facing sloper is also possible, but doesn't really add much difficulty.

4. **One-Matt Wonder V6** Start standing far and left on the horizontal crimp rail to the right of the large block on the ground. Either pull on and dyno straight for the lip, or climb up using more crimps. A lower start is also obviously possible, but has not been done yet. It will likely add at least a grade to the difficulty of the stand start.



Cave Dwellers area MP13

Hard to hike up to but many boulders waiting to be developed. Classic problems are Granny Gear V6 and Tall Cotton, V5.



Cave Boulder



1. Walk it off V1 Tall left arete

2. Paleologic V7 Start under overhang and gain lip and then up to slopy ledge. Climb straight up to topout.

3. Granny Gear V5 Start inside cave on big jugs. Fire up to more jugs moving out of the cave. Move left under tree to jug to top out on ledge.

4. Granny Gear Direct V8 Instead of hitting first jug, move left and ascending on small crimps to top out as for Granny Gear.

5. Fanning Mantel V5 Instead of hitting first jug, move left and ascending on small crimps to top out as for Granny Gear.

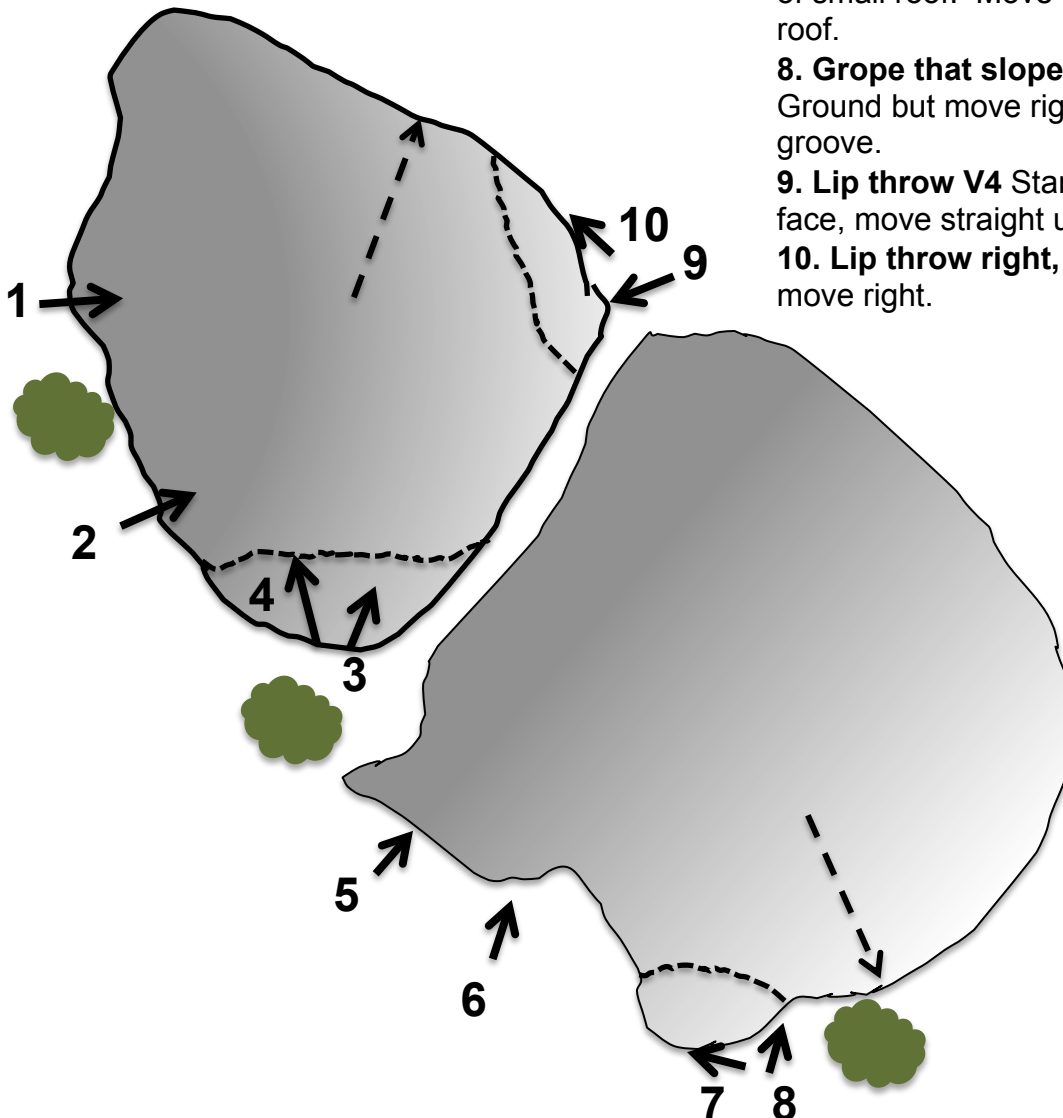
6. Lip Huck V4 Move from under small overhang to mantel onto ledge.

7. Ground is off V2 Start on low jugs to left of small roof. Move in under and up onto roof.

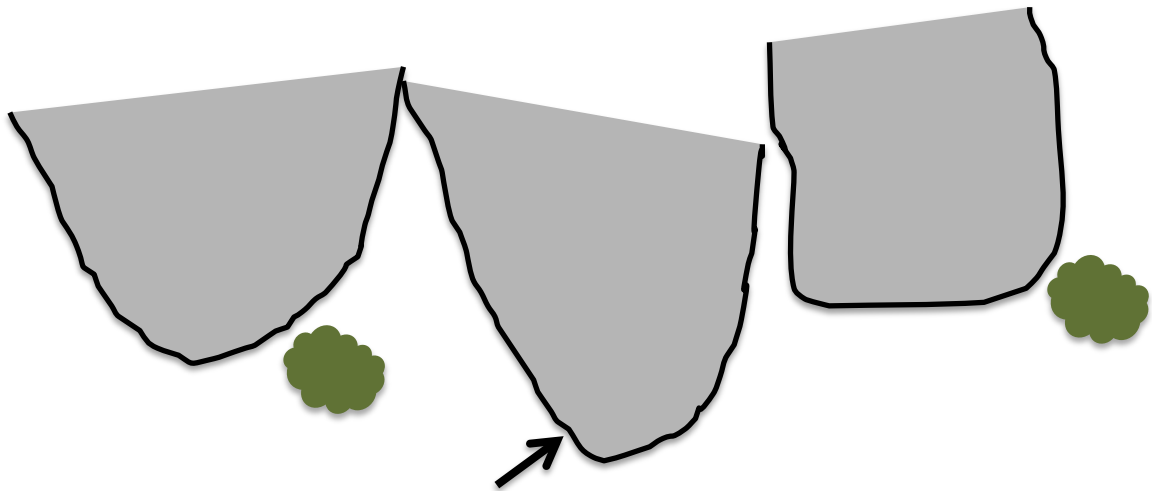
8. Grope that slope V3 Same start as Ground but move right to mantel into groove.

9. Lip throw V4 Starting low under steep face, move straight up.

10. Lip throw right, V4 Same as Lip but move right.



High Ball Boulder

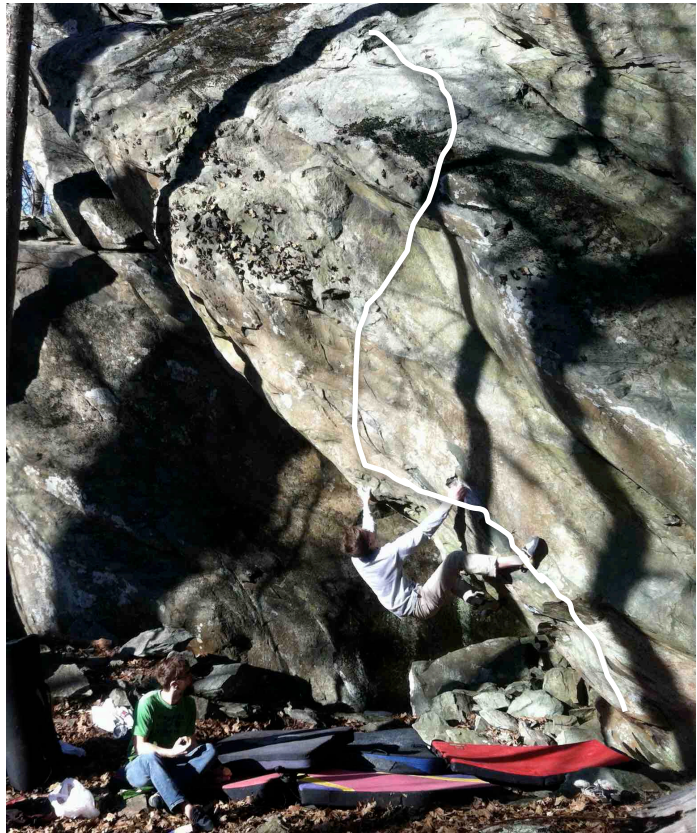


Tall Cotton, V6 R

Start down low and make hard move to get established on arete.

Move up on crimps until it is possible to make it onto the face and up to jugs at the lip of the upper slab.

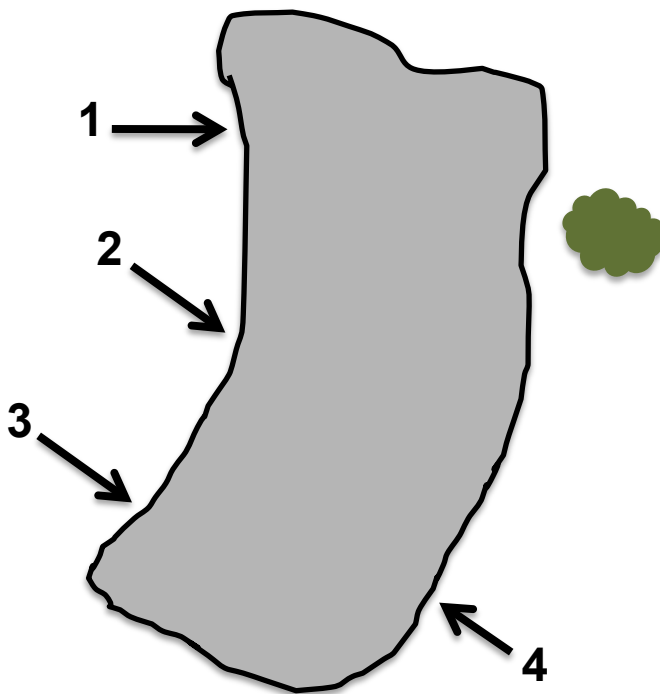
Gain the slab and climb out carefully. Not for the faint of heart.



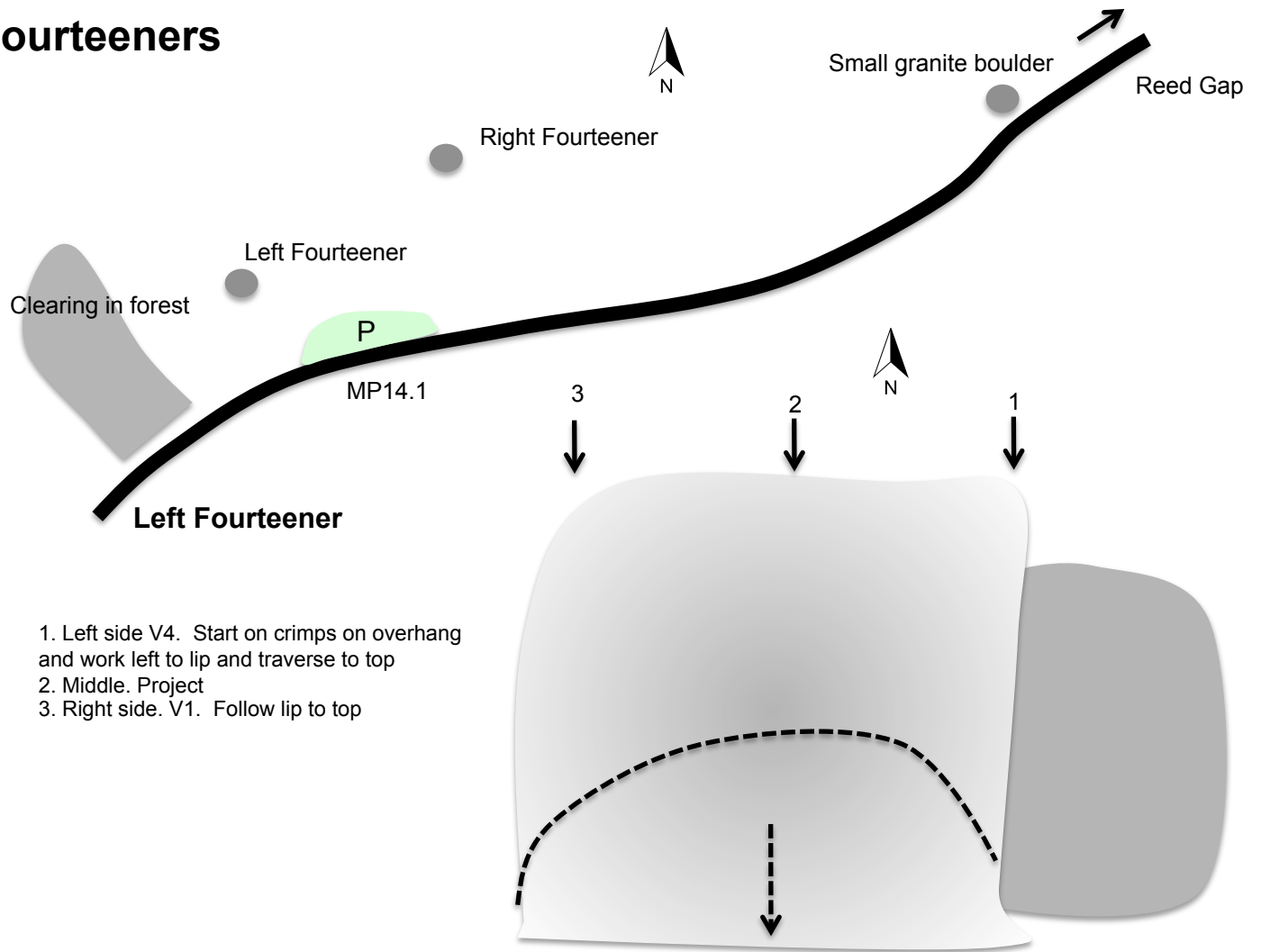
Spring Boulder



1. **Little Kahuna V0**
Left side of slab
2. **Middle Kahuna V1**
Middle of slab
3. **Big Kahuna: project**
Great but hard looking
right side of slab
4. **V4**



Fourteeners



1. Left side V4. Start on crimps on overhang and work left to lip and traverse to top
2. Middle. Project
3. Right side. V1. Follow lip to top

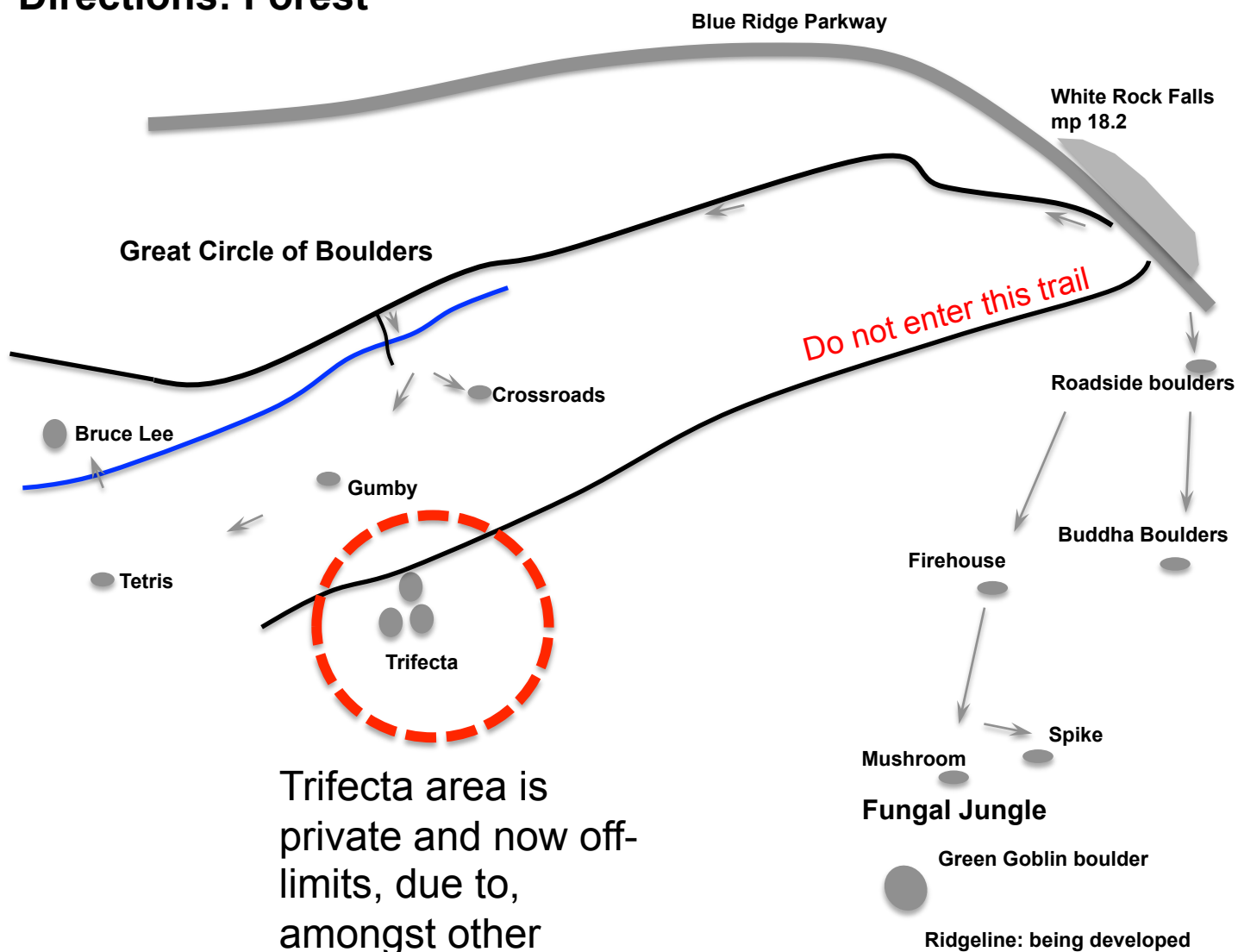


The Forest Boulders



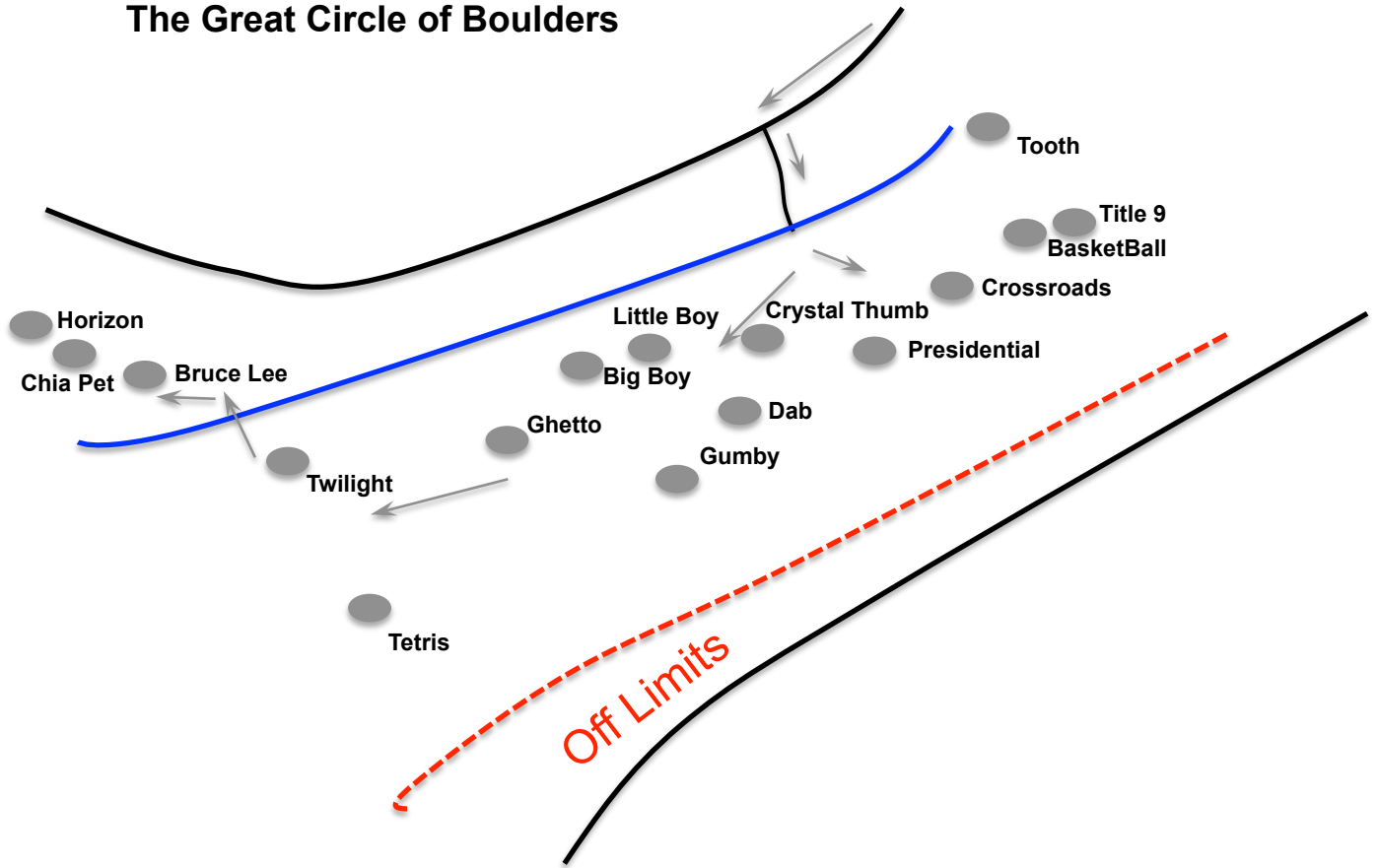
The Forest Boulder area lies just off the Blue Ridge Parkway, south of Love Gap. The rock is greenstone and the boulders present a wonderful combination of slopers, slabs, crimps and roofs. No fires, camping or leashless dogs and always scan the area and pack out any trash. Keep a low profile with small groups and stay on trails or boulder hop where possible. Also scrub chalk from easily seen boulders. The Trifecta area is available to members of the Tidewater Appalachian Trail Club only.

Directions: Forest

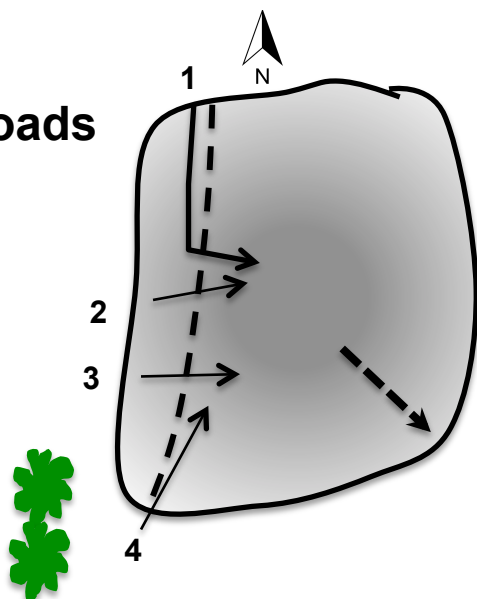


Trifecta area is private and now off-limits, due to, amongst other reasons, problems with loose dogs.

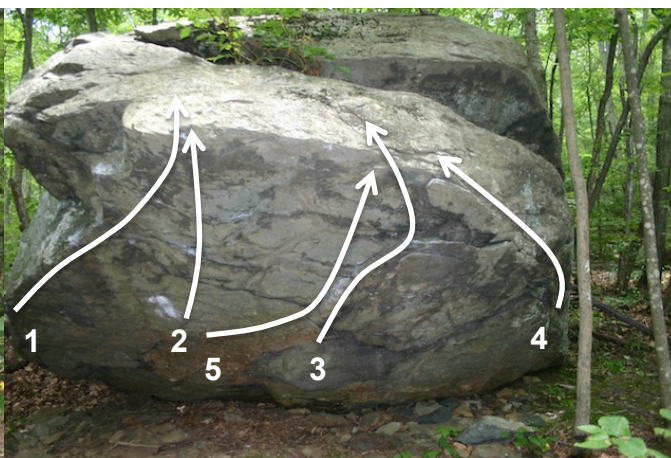
The Great Circle of Boulders



Crossroads



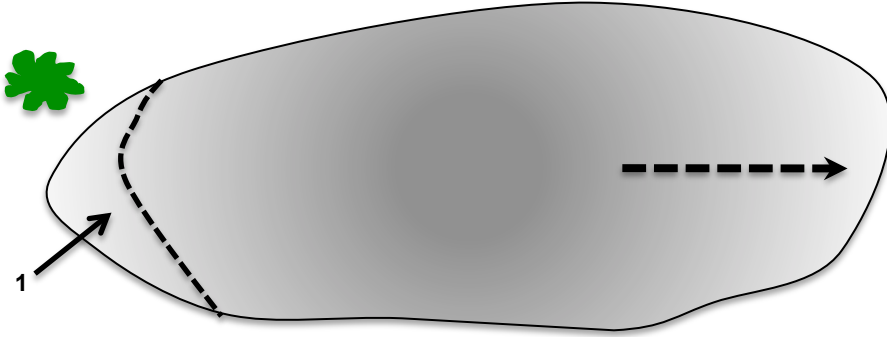
1. **You take the high road V3*** Follow arete from left side of boulder to top out on low road.
2. **I take the low road V5** Start on roof below crossroads and fire for lip.
3. **Crossroads V2** Start on jugs below overhang and climb up slopers
4. **A road less traveled V2** Start on right to top out on crossroads.
5. **The long road home. V6.** Start in "I take.." and end on "Crossroads".



Presidential

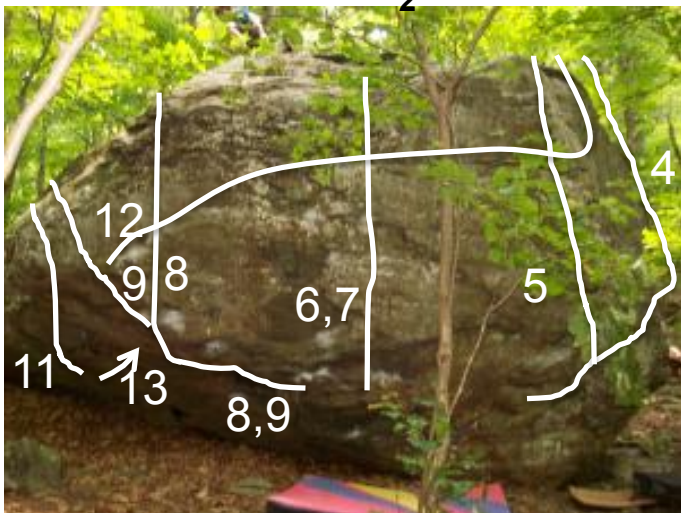
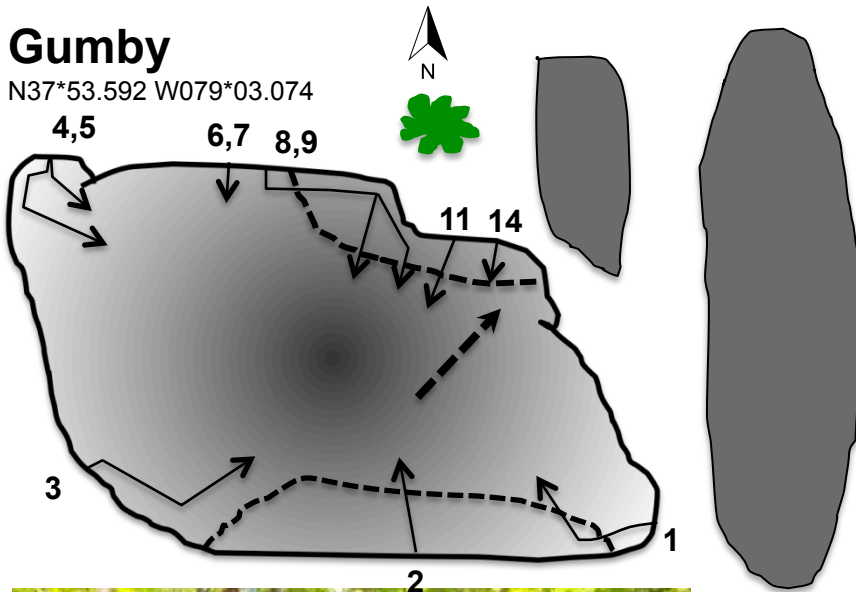


1. Speak softly but carry a big dyno. V2



Gumby

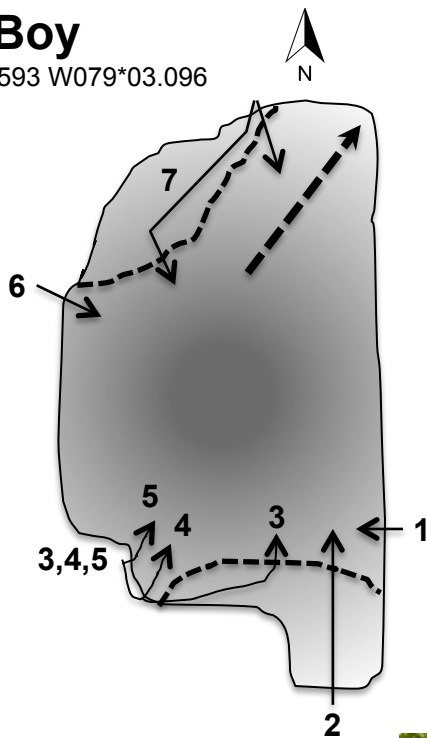
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1. **Aretes of Glory V2 *** Start on low crimps to right of arete, moving left topping out through slopers and crimps.
2. **Tommy Two V3 *** Start in the middle of the 45° wall. Pinch the starting hold and climb straight up using crimps and big moves.
3. **Dan's Slant V3 **** Start on jug to right of arete/rail and climb straight up and right using crimps. Top out using juggy crack and slopers on lip.
4. **Overcling V2** Start low on left side of obvious ramp (same as **Matt's Arete**) and traverse right to top out straight up on face to right of the arete.
5. **Matt's Arete V4 ***** Start low on left side of obvious ramp with left crimp and right sloper. Traverse right on ramp to arete, then climb up to crimps on the face left of the arete and top out on the large jug at the lip.
6. **Sidecling V7** SDS on either low jug in middle of face. Climb straight up face on thin crimps and slopers to top out directly above the start.
7. **Sidecling Stand V3** Start same as **Sidecling**, but instead of starting on low jugs, start on good crimps just below large sloper and lip. Top out same as **Sidecling**.
8. **The Dance V6 ***** SDS in middle of the face on left jug rail. Climb out and left on overhanging feature using crimp and slopers, then traverse the large sloper rail to top out on jugs straight up.
9. **The Dance Continues V7** Same as **The Dance**, but instead of traversing sloper rail, climb out and left on slopers and crimps to top out straight up on slab. (Top out same as **Slabstick**.)
10. **Belly Dance V7** Start same as **The Dance** (see 8) and climb under the roof on jugs and crimps to top out on slab (same top out as **Slabstick**).
11. **Slabstick V5 *** SDS on left side of boulder on good jug and pinch. Climb straight up on slopers and crimps to mantel on slab straight up.
12. **Gumby traverse V5.** Start left on sloper rail in middle of wall on **The Dance** and traverse over to top out on arete on right side of the face.
13. **Teach me how to Dougie V6** SDS on low jugs under the roof on left side of boulder. (same as **Slabstick**) but move right under roof using jugs and slopers to top out on jugs on left side of the face (same as **The Dance**).
14. **Humpty Dumpty V5** SDS on jugs under roof on left side of boulder (same as **Slabstick**) and mantel left onto slab instead of going straight up.
15. **Flight of the Gumby V5.** Start on far right side of boulder on crimps (same as **Aretes of Glory**) and traverse over to and top out on left side of face at **Dan's Slant**. Reverse direction starting at **Dan's Slant** is V6.

Big Boy

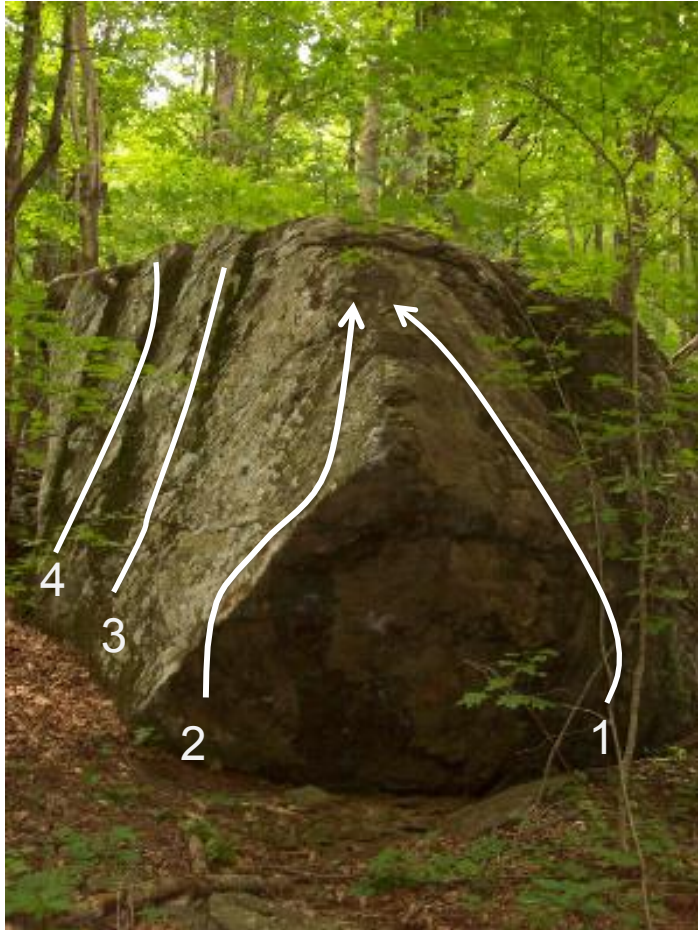
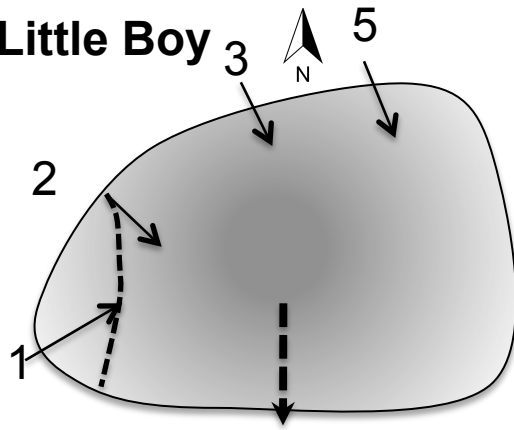
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1. **Matt's Steal V3 **** Jump start from shallow right mono and left crimp to slopy lip right of prow.
2. **Big Boy V1/SDS V5*** Climb the obvious prow from a stand start. Stay on steep face and top out straight up instead of escaping out and right. SDS low on crimps for a much harder (and sharper) problem.
3. **Gotta Really Want it V5***** SDS low to left of steep face on low jug left of crimp rail (same start as **Senior Discount**) traverse right past the bulging arete on slopers and good crimps, trending right on steep face to finish directly left of prow.
4. **Senior Discount V3 ****** SDS on jug right of alcove on steep rock (same as **Gotta Really Want it**. Trend right to the blunt arete and climb straight up to top out.
5. **Sneaky Suspicion V3 *** SDS jugs to right of alcove of steep rock left of the steep face (same as **Senior Discount**) and climb up and left using crimp on face to top out straight up (same as **Senior Discount**).
6. **The Fifth of November V2** SDS on far right side of low rock near back of boulder. Pull through on flat ledges and cracks and top out to left.
7. **Skadoosh V6** SDS at bottom left of obvious right-leaning arete with a heel in crack. Climb up arete on slopy edges and crimps. Top out at prow. The ramp below the arete following it is off..
8. **Crack Crack Whore V2/4** Start on crimps under crack at low end on the left side of right-leaning arete. Climb straight up and top out over low roof
9. **Crack is Wack V4/5** Same as **Crack Whore** but avoid crack

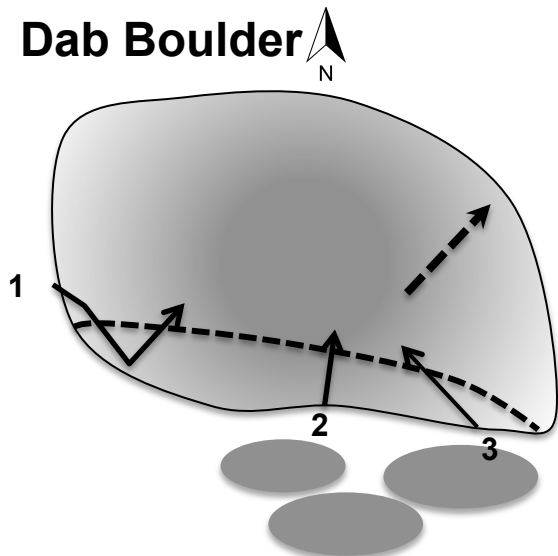


Little Boy

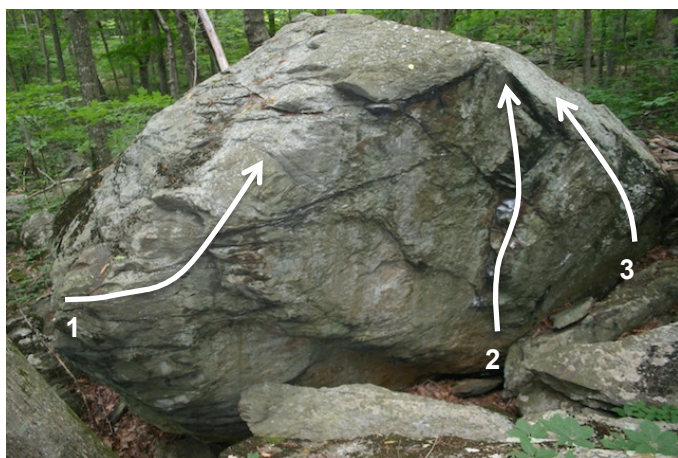


1. **Dan's Bulge V2 **** Climb right arete on 45° wall just behind Big Boy boulder .
2. **Half Slap** SDS low on bad crimps on left arete. Climb up and left using crimps on face to top put straight up.
3. **The Notch V1** Start standing in middle of the wall and climb straight up to top out in obvious notch in lip.
4. **Slab Slab V2.** Start standing on arete on left of face, climb up and right on delicate slopers until you can gain the block on the left.

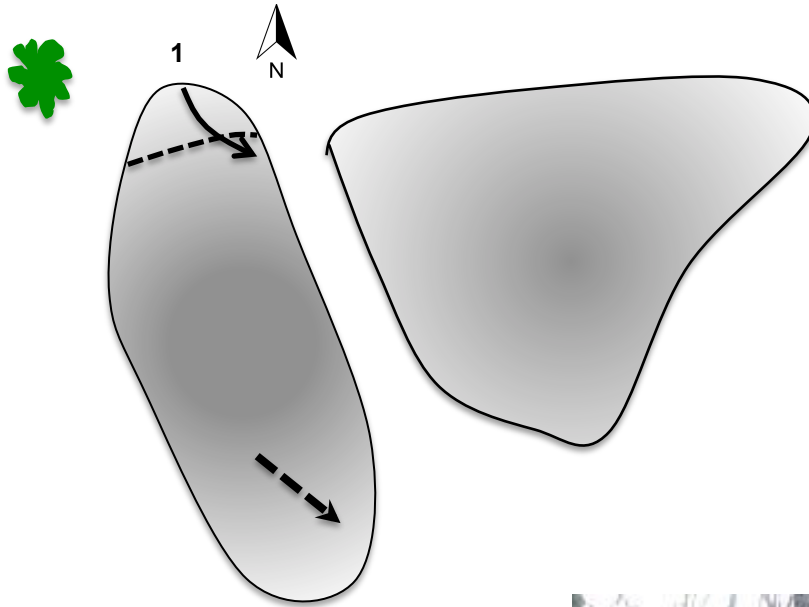
Dab Boulder



1. **Dabbage V3*** SDS and climb up and left to top out.
2. **A little Dab will do it V2** SDS low in flake/rail and climb straight up. Top out right of rail.
3. **Slabby Dabby V2** SDS under slab and climb up and right.



Basketball



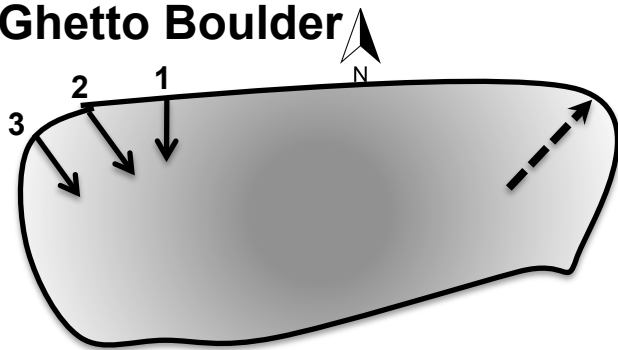
1. **Basketball V1*** SDS. Climb up using crimps and pinches to great sloper on top and traverse left to top out.
2. **Bernie Fine V1** Start right of Basketball and traverse left to finish on Basketball.

Title 9 Boulder (left of Basketball Boulder)

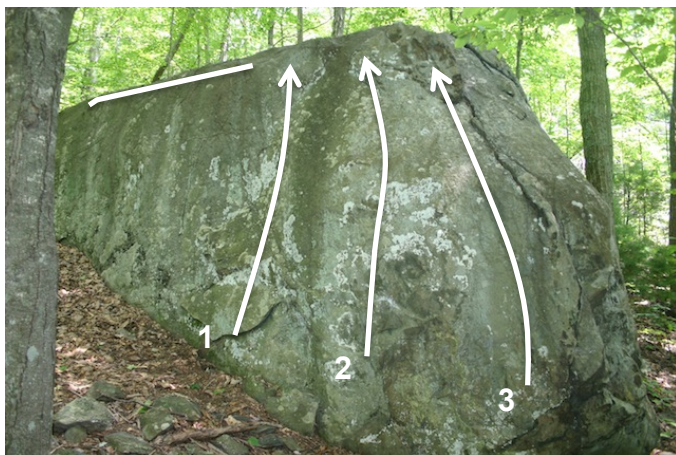
1. **Glass Ceiling V1** Climb the short face to the right of the Fundamentally Sound arête SDS
2. **Fundamentally Sound V1** Climb the arête on the right side SDS
3. **Anything You Can Do V4** Begin left hand on low sloper and right hand on crimp. Move to large ramp then back left on small crimps to finish left of the notch. SDS
4. **I Can Do Better V4** Begin right hand on sloper, left on small sidepull. Climb straight up finishing left of the notch. SDS



Ghetto Boulder

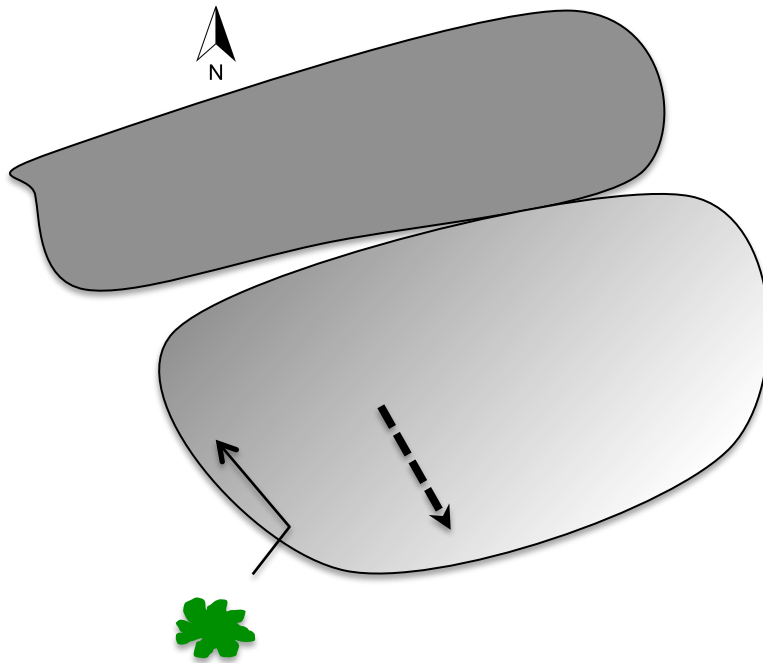


1. **TV Dinner V1*** Start low on slopy crimps and use crimp out and right to top out straight up.
2. **Spray You With the AK V5** Start on bad crimp and move to mid-faced jug. Top out straight up on jugs
3. **Slum Village V0** Follow crack up center face
4. **Chairlift V0** Pull on flat sidepulls up slabby face into high left-facing crack. Top out straight up.
5. **Karen's Crack V0** Climb obvious right hand crack in middle of face.
6. **Frosted Flakes V0** Climb series of flakes to top out.
7. **Doofus' Traverse V2/3** Start at TV Dinner and traverse left around entire boulder. Finish by topping out at Slum Village.

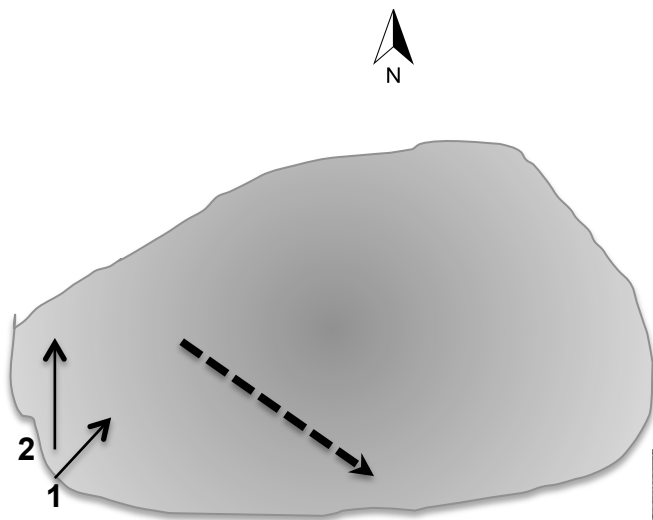


Tetris

1. **Tetris V3*** Start low on rail and climb rails to top out boulder.



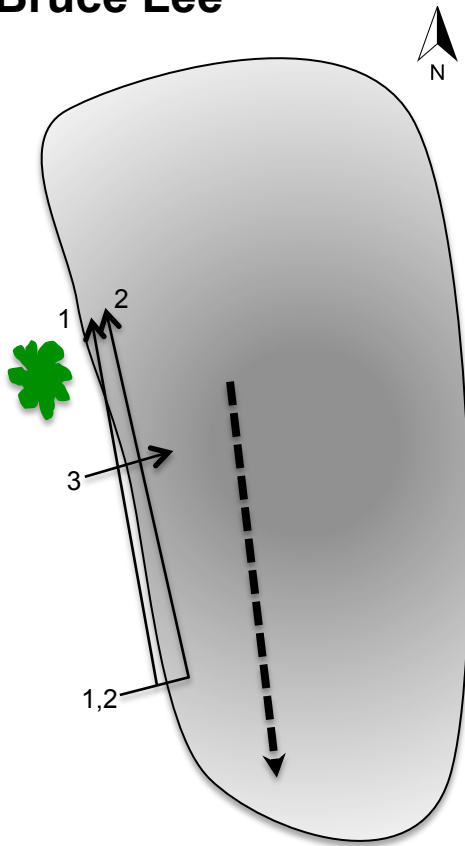
Twilight



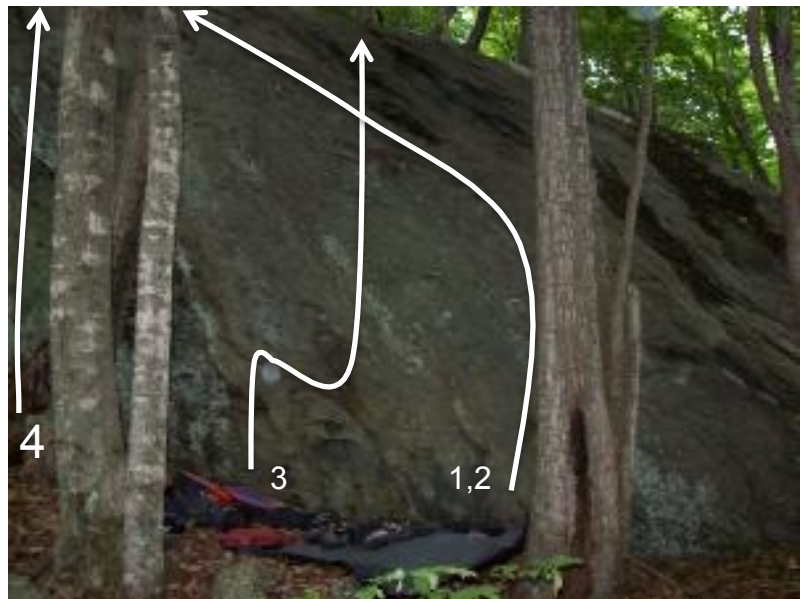
1. **Tommy Lee V2*** SDS start on Ramp, make big move and finish on crimps and jugs up face
2. **Pamela Anderson V3** SDS start on ramp, make big cross move with right hand to sloper, finish on left arete



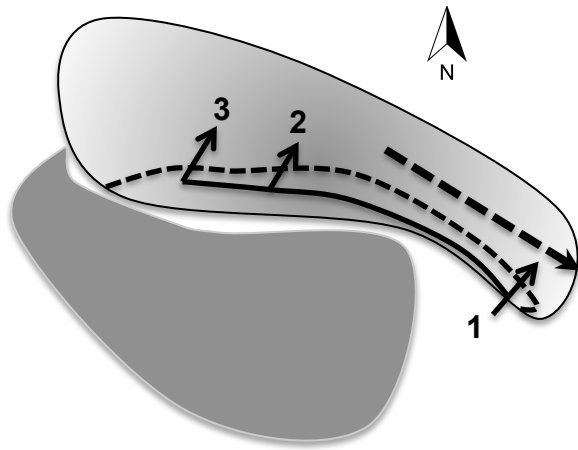
Bruce Lee



1. **One inch Punch V5*** Start standing with good right hand crimp and odd left hand thumbdercling/pinch. Climb up and left to traverse the boulder topping out at the tree. The lip and ramp above face are off.
2. **Lip Traverse V4** As the name implies. Start on right side of face (same as **One Inch Punch**) and traverse the lip and top out the same as One Inch Punch
3. **Pocket Rocket.V?** **** SDS on small pocket and ascend to sloping cavity and top out (same top out as One Inch Punch). Stand V8. BOTH SIT AND STAND NEED SECOND ASCENT.
4. **Highball slab to left of tree V?** Project.



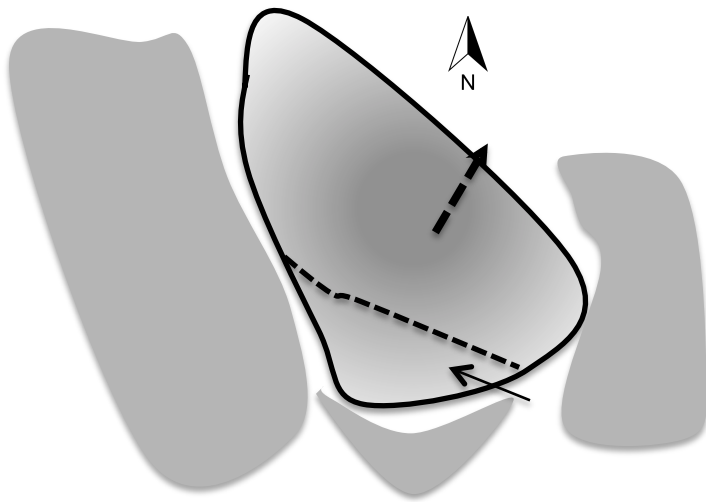
Chia Pet



1. **Infomercial V5**** Start on right most jugs. Top out straight up on slopers and crimp in crack.
2. **Starter Kit V7***** Start same as Infomercial but climb out and left to top out on crimps in middle of face.
3. **Chia Pet V8**** Same as Starter Kit but traverse almost to end before topping out.



Event Horizon Boulder



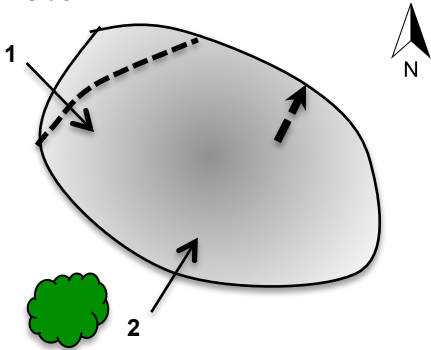
1. **Black Hole V4/SDS V7** Start on good left crimp and bad right crimp. Climb up arete and top out up and left over boulder to your left (the two boulders next to the climb are off). Sit start starts with same right hand but left hand lower on good sidepull.
2. **Event Horizon V3** Start same as Black Hole but top out straight up instead of traversing left.



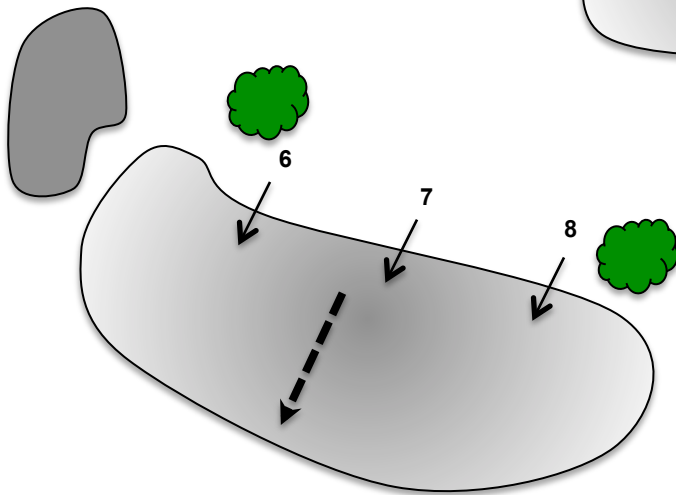
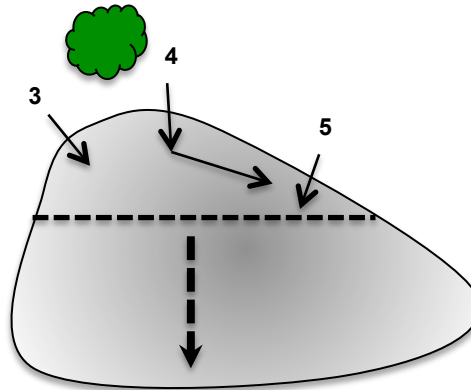
Roadside Boulders

BRP

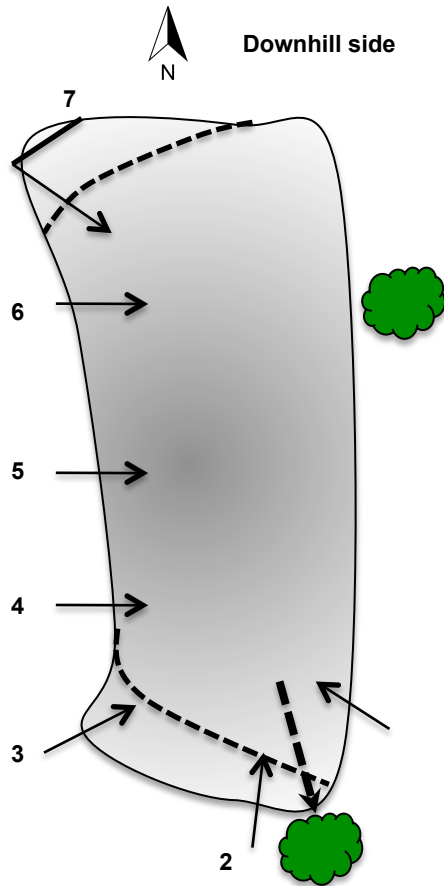
Downhill side



1. **Busy as a Bee V5** Start low and lip traverse up to topout
2. **Last of the great men. V1**
3. **Mr Right V1** Start below overhang and climb straight up.
4. **Middle Brother V1.** Start in middle of face and move left.
5. **I got neither V1.** Start below prow and climb straight up.



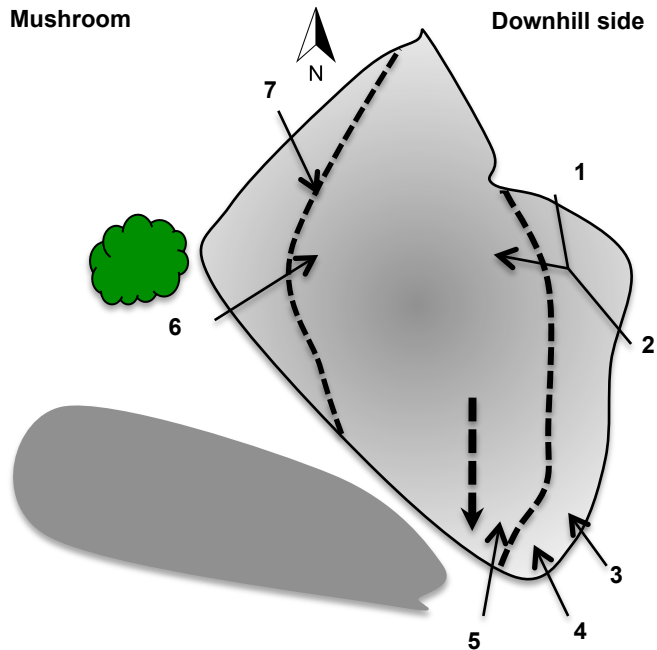
Firehouse



1. **V5.** Hard crimper problem
2. Firepole problem. V2.
3. V5 Hard crimper problem.
4. V0. Easy jug problem
5. V2 Face
6. V2 Face
7. **Fire in the Hole.** V4 Start low on downhill side and move right and around the overhang.



Mushroom

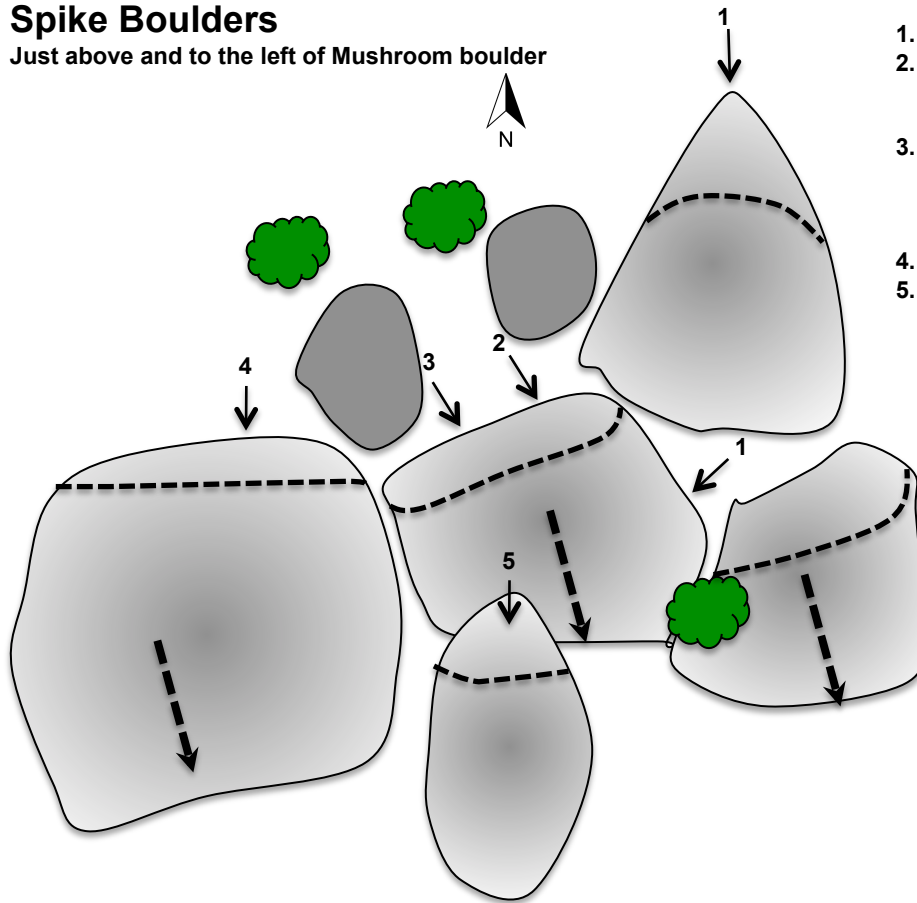


1. **V6 Need a knee** Start on big jugs and move left into crimps/slopers and knee bar. Gain top of break and then move to high jug left on middle of face. Top out either straight up or to right.
2. **V5 Holy Shitake ***** Starts uphill of break and joins Need a knee at top of break. Topout the same.
3. **V4**
4. **V2**
5. **V1**
6. **Mycotic Break V9 ******* SDS low in overhang and climb straight up into vertical headwall. Be careful not to dab on tree for last few moves. One of the best problems in Parkway.
7. **Pinch an Inch V6** Hard mantle



Spike Boulders

Just above and to the left of Mushroom boulder



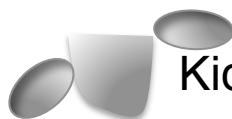
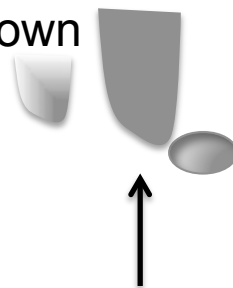
1. **Project?**
2. **Spike Left V1** Starting on low holds, move up into a series of crimps to a top out with good holds.
3. **Get Spiked V0** Starts on a good edge low near the center. One long move to the seam in the center and then several moves on smaller holds to a juggy top out.
4. **Project?**
5. **Mandibular V3** Starts out low with a good left hand rail and a tension right hand sloper with good feet. Pull a big move to a small crimp. The crux move is moving from the crimp to the lip sloper.



Ridge Line

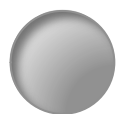


God's
own



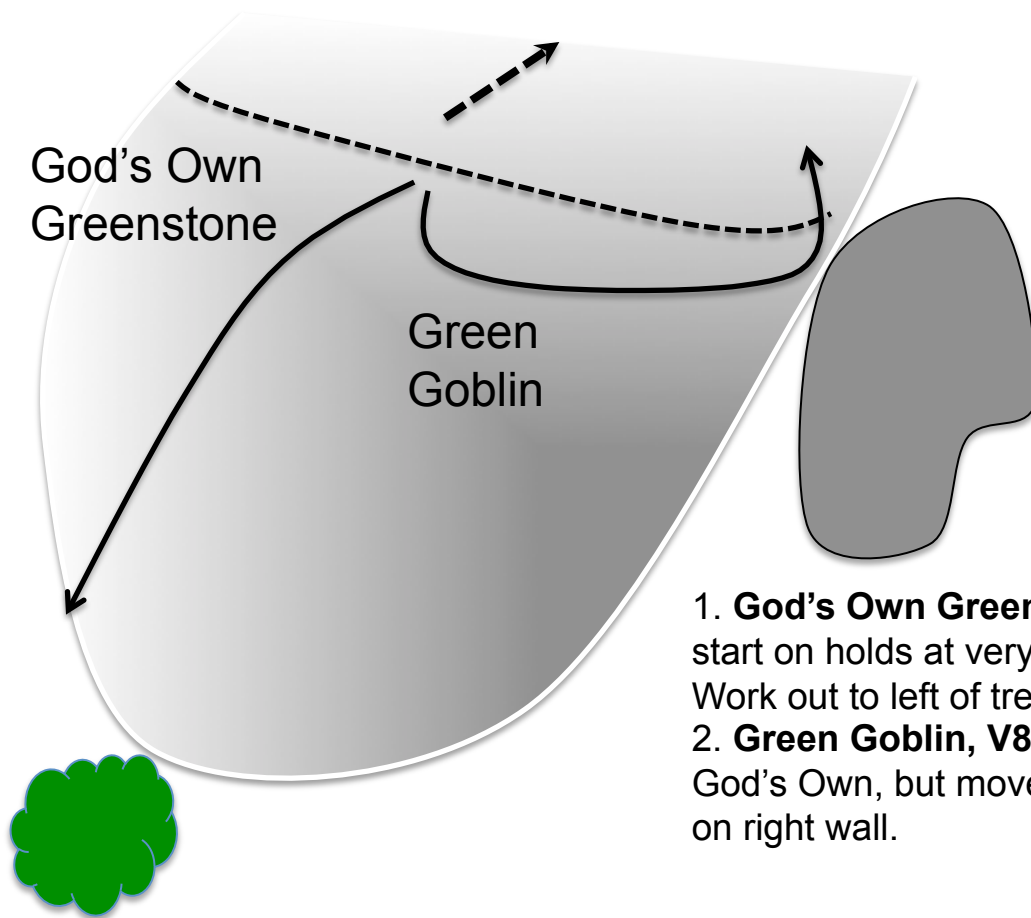
Kiddy pool

Belly flop

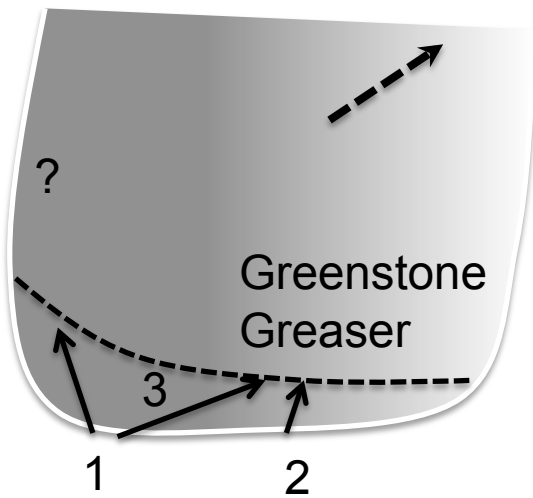


Mushroom
boulder

God's Own Greenstone



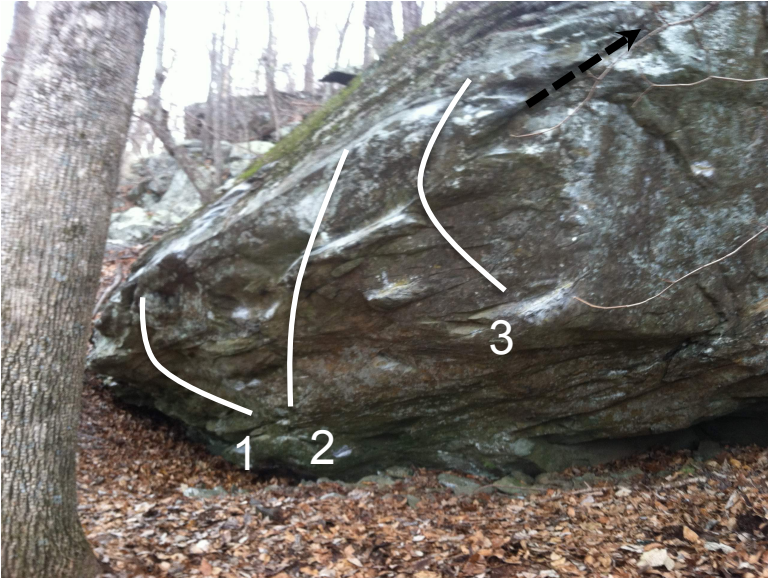
Greenstone Greaser Boulder



1. **Green Goober, V5.** Sit start on holds at very back of roof. Work out to left of tree and topout.
2. **Greenstone Greaser, V4.** Start on lower crimps and big move to slopy hold. Follow crimps to good topout.
3. **Greaser Linkup, V5.** Start on left holds and traverse right to topout on right.



Swim Area



Jump down from slap.

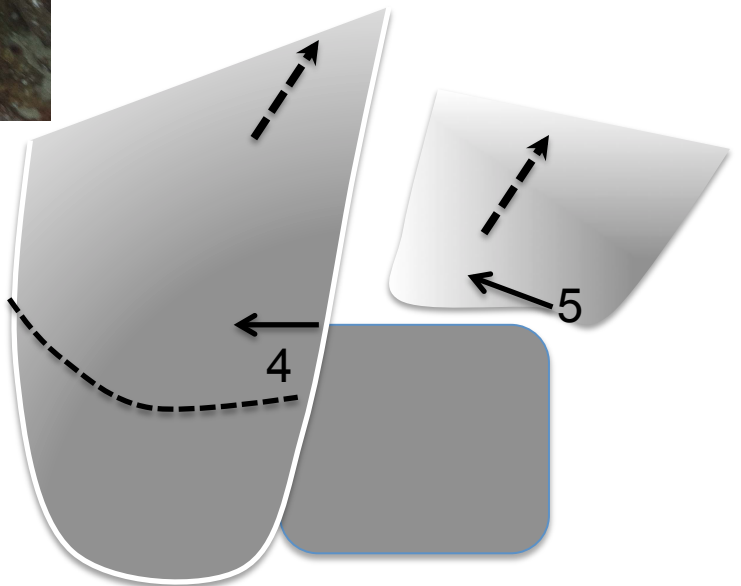
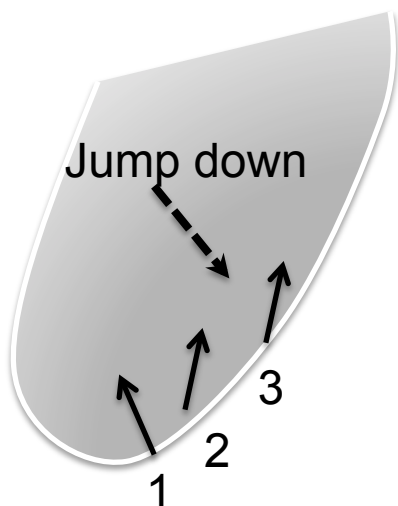
1. **Bellyflop, V5.** Sit start on low holds on work your way onto face.

2. **Jack Knife, V4.** Start on left and work right to topout near 3.

3. **Cannon Ball, V4.** Start on good middle holds and work right to crimps and topout..

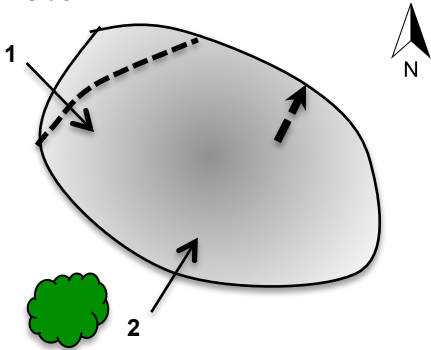
4. **Adult Swim, Project.** Start on tiny crimps on face and move up to better holds topping out to right..

5. **Kiddy Pool, V6.** Start on lower right crimps, move left topping out on left side.

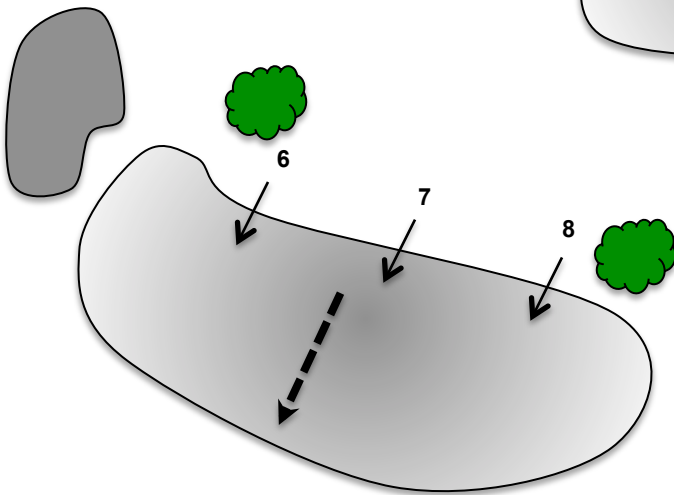
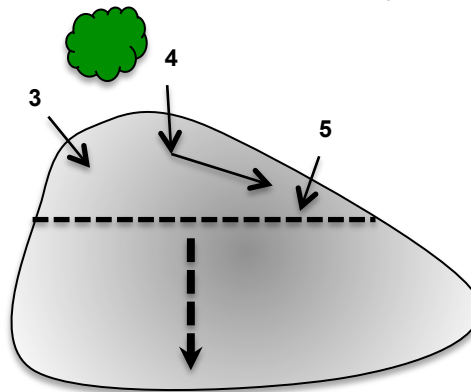


BRP

Downhill side



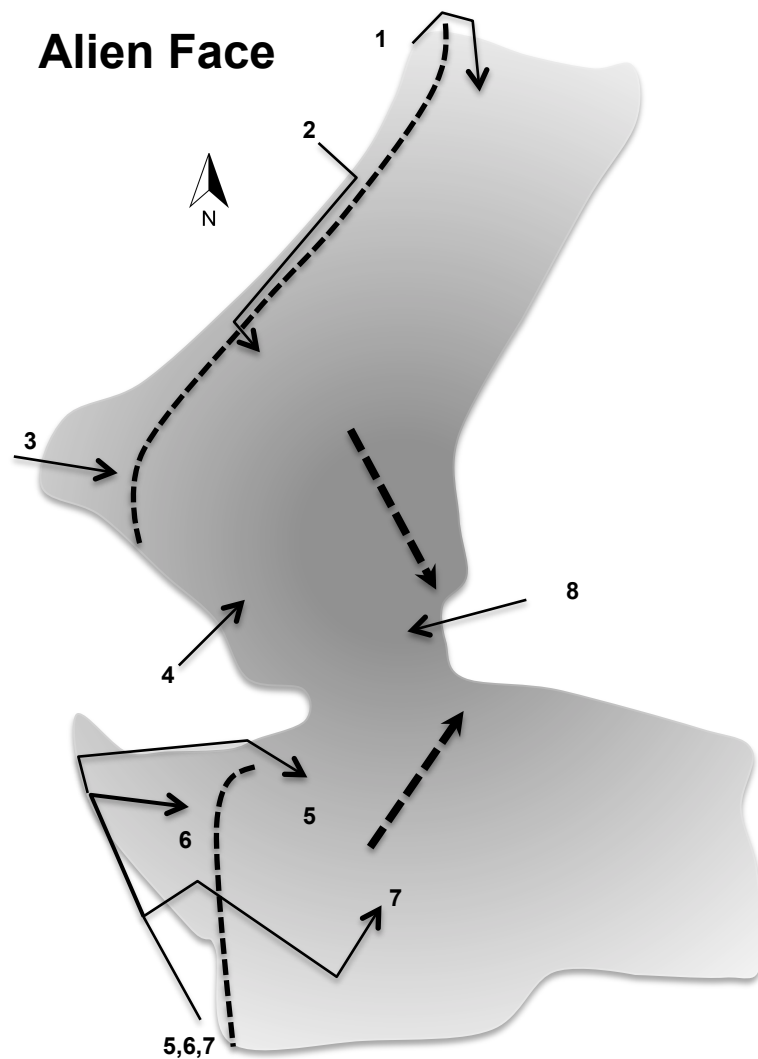
1. **Busy as a Bee V5** Start low and lip traverse up to topout
2. **Last of the great men. V1**
3. **Mr Right V1** Start below overhang and climb straight up.
4. **Middle Brother V1.** Start in middle of face and move left.
5. **I got neither V1.** Start below prow and climb straight up.



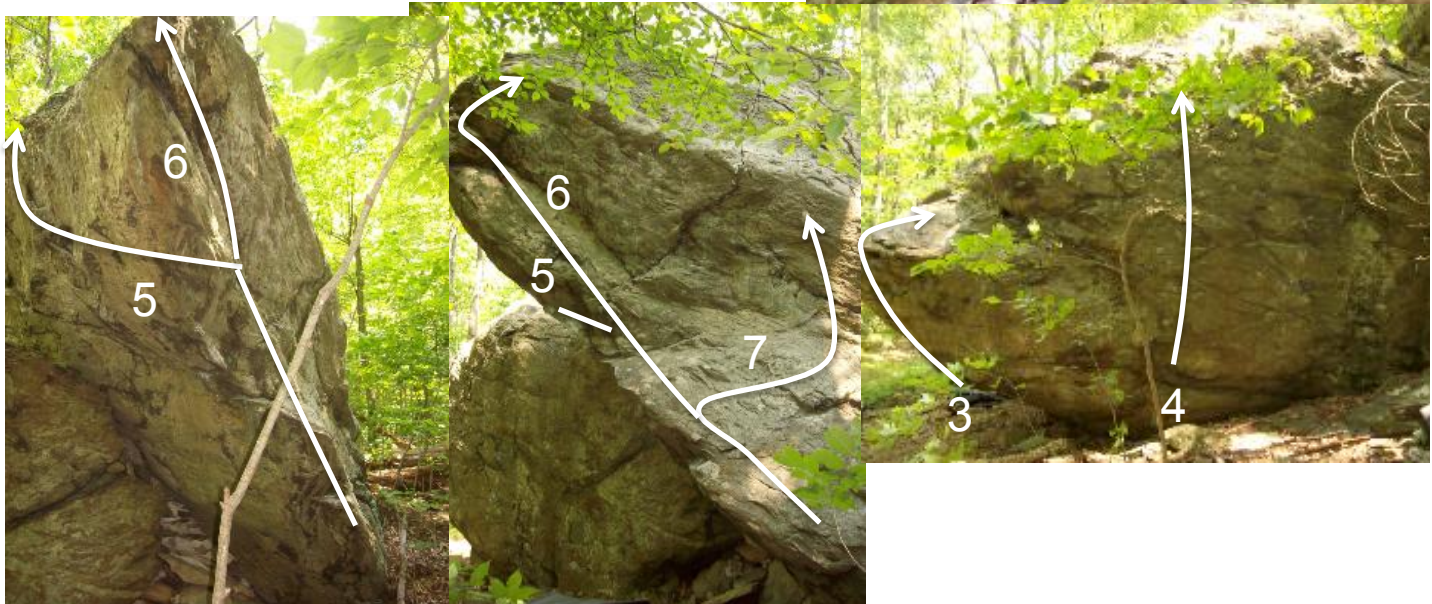
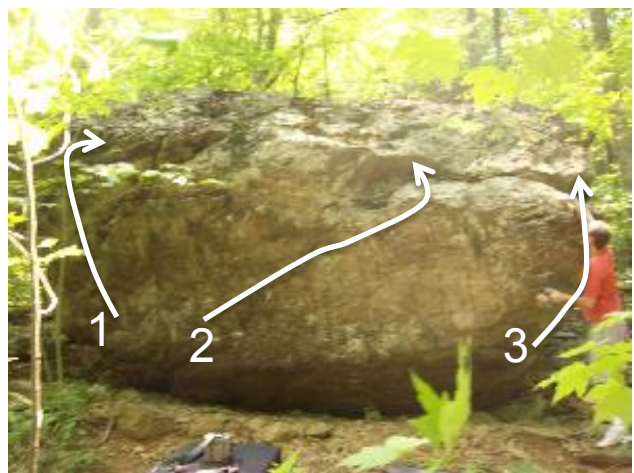
Trifecta Area

The Trifecta area is a set of three boulders next to a second trail off the road. The trail to the Trifecta area is about forty feet to the left of the main White Rock Falls trail if facing the road from the parking lot. Quite a few problems have been established at this area; HOWEVER, the Tidewater chapter of the Appalachian Trail club owns this land, and has asked us not to climb on this land due to the fact that some climbers were arriving to the area in large groups with loud, unleashed aggressive dogs. This is a prime example of how to ruin access to a good climbing area. If you wish to climb at the Trifecta area, you can pay a \$20 fee to become a member of the trail club for a year. This will allow you to climb all you want at the Trifecta area. If you wish, you can register to become a member or contact the trail club at: <http://www.tidewateratc.com/>. We ask that you refrain from climbing at this area unless you are a member of the trail club. We would like to maintain free access to the other areas, please do not ruin things for everyone else by making a poor decision.

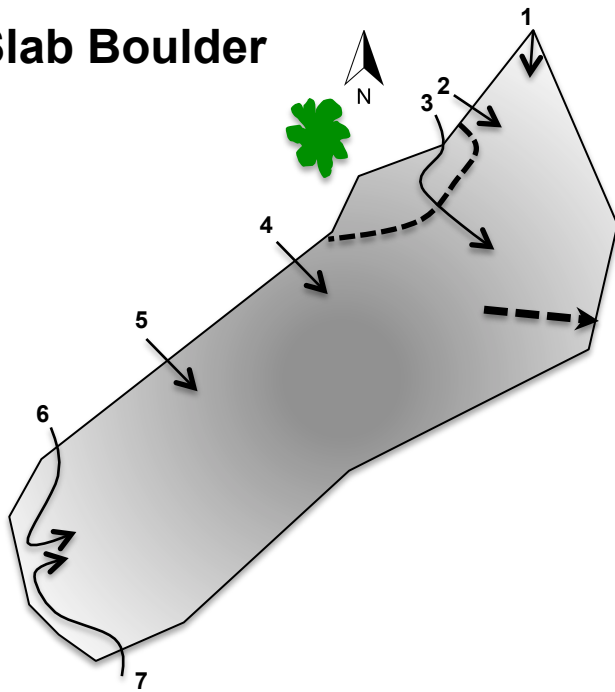
Alien Face



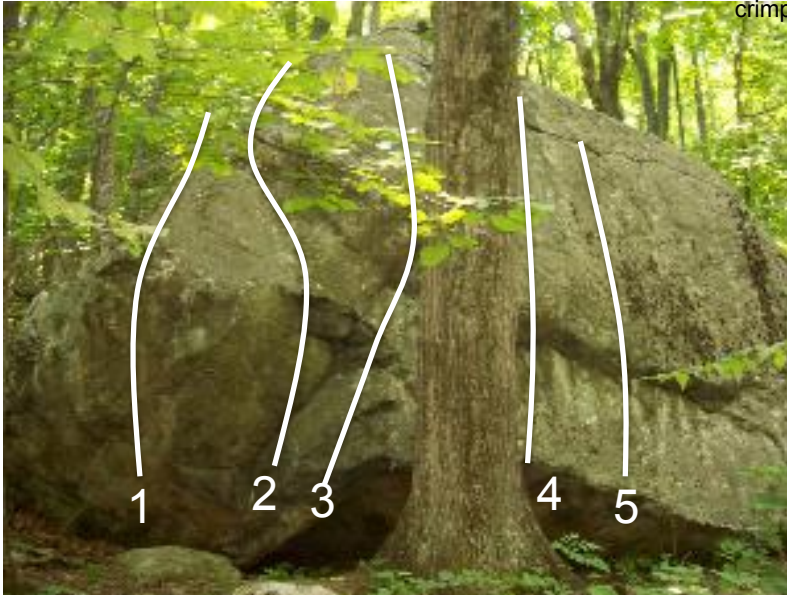
1. **Alien Arete V6 **** Left arete, SDS on low crimps, climb up and left on edges to mantle top out (get a good spot at the top, the fall isn't too good) . Stand start is V4
2. **Airlock V5 ***** SDS on horizontal crimps below crack, climb right crack to jug top out
3. **Ray Gun V4*** Right arete. Top out straight up instead of traversing right on loose jugs.
4. **Bombshelter V1.** * Climb center of face on crimps. (SDS V2)
5. **The M-Bomb V8.** Sit start on obvious jug and climb up to pinch on arete. Do a big move out left to gaston and jug and climb up and left over the other boulder.
6. **The Prow Project.** Start the same as M-Bomb and climb straight out arete. Get some good pads and spotters as this one is a bit heady.
7. **Senior Moment V2** Same start as M-Bomb but mantel up and right.
8. **Peanut butter and Jelly** Stand start up mini-boulder



Slab Boulder

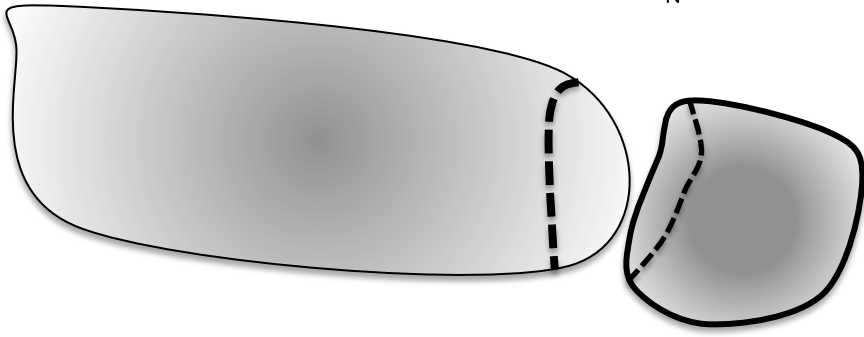


1. **Left Arete V4/5** SDS on crimps, pimp slap your way up edges to slab top out
2. **Edge up V3** Stand start on head-height holds and climb into the Left Arete
3. **Arboretum V1 ******* Climb Crack with little tree growing out of it. (which some gumby has since destroyed)
4. **Chainsaw V2** Start right of Arboretum on right gaston and left pinch. Climb into bucket jug and mantel to other bucket jug. Top out straight up.
5. **Slabage V4** Start on left edge sidepull and right good edge. Climb straight up the face
6. **Bushwhacker** Start matched on edge a few feet to left of right arete and traverse up and right.
7. **Slantage V4**** Start right on slopy rail on right side of the boulder and traverse left to top out on good crimps and jugs.



Portal

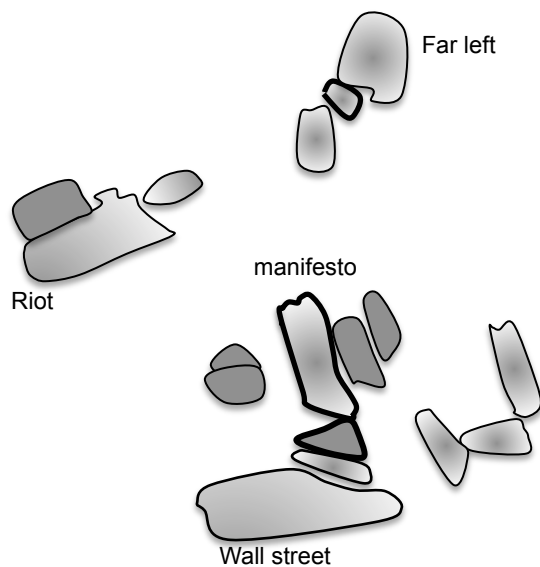
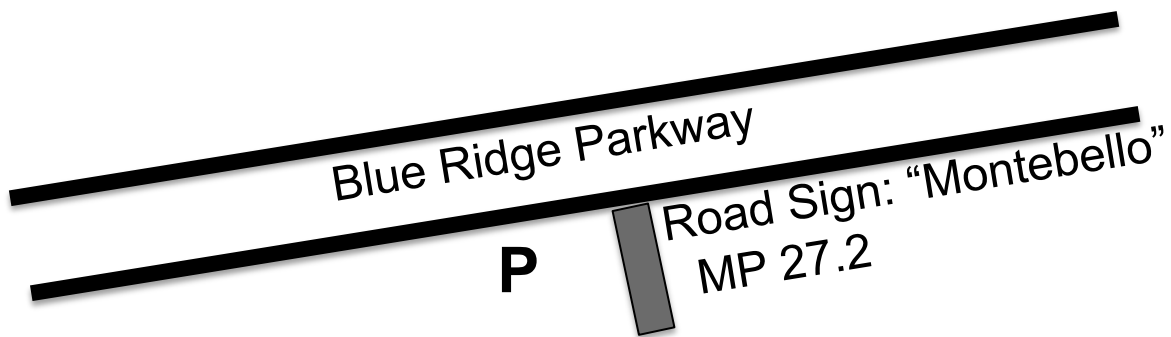
1. Laze. V0..



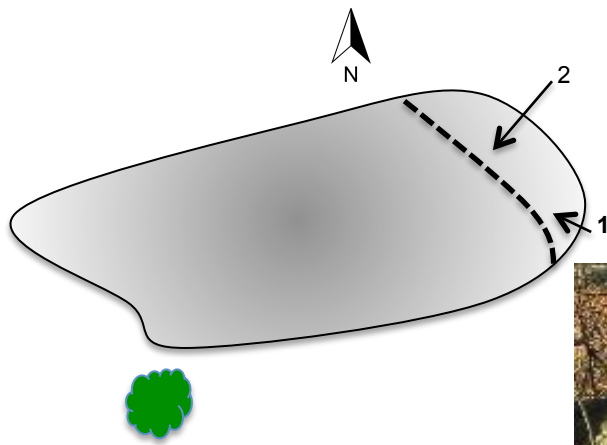
Bello Boulders

Blue Ridge Parkway





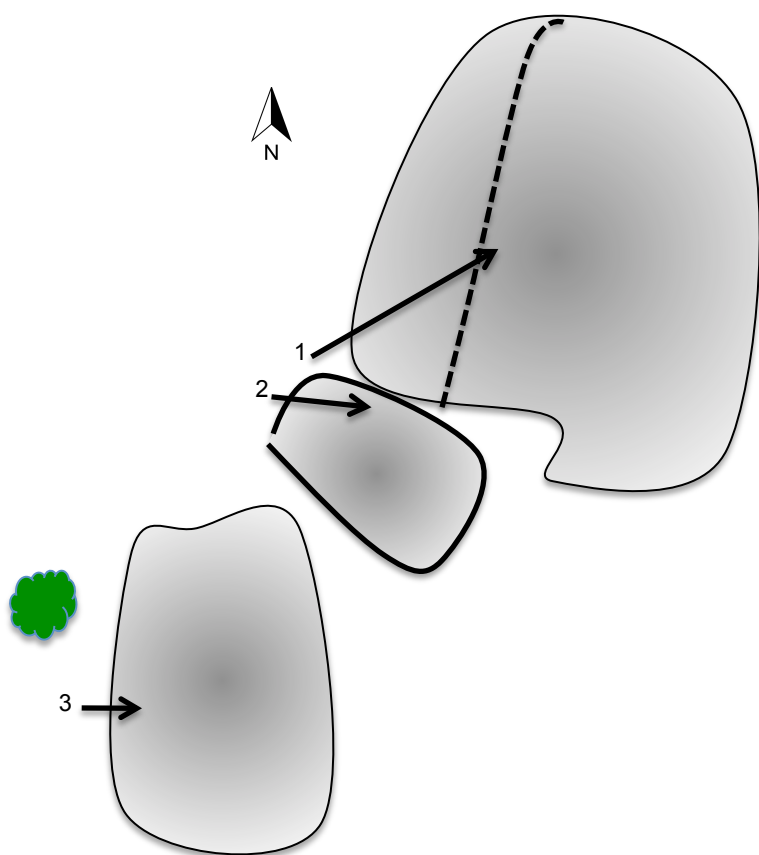
More Boulders up the hill



The Struggle Boulder

1. **The Struggle V2** Start low on the right-leaning arete. Top out straight up using crimps and slopers.
2. **Undone V?** It looks like there could be a short line up the middle of the steep face.





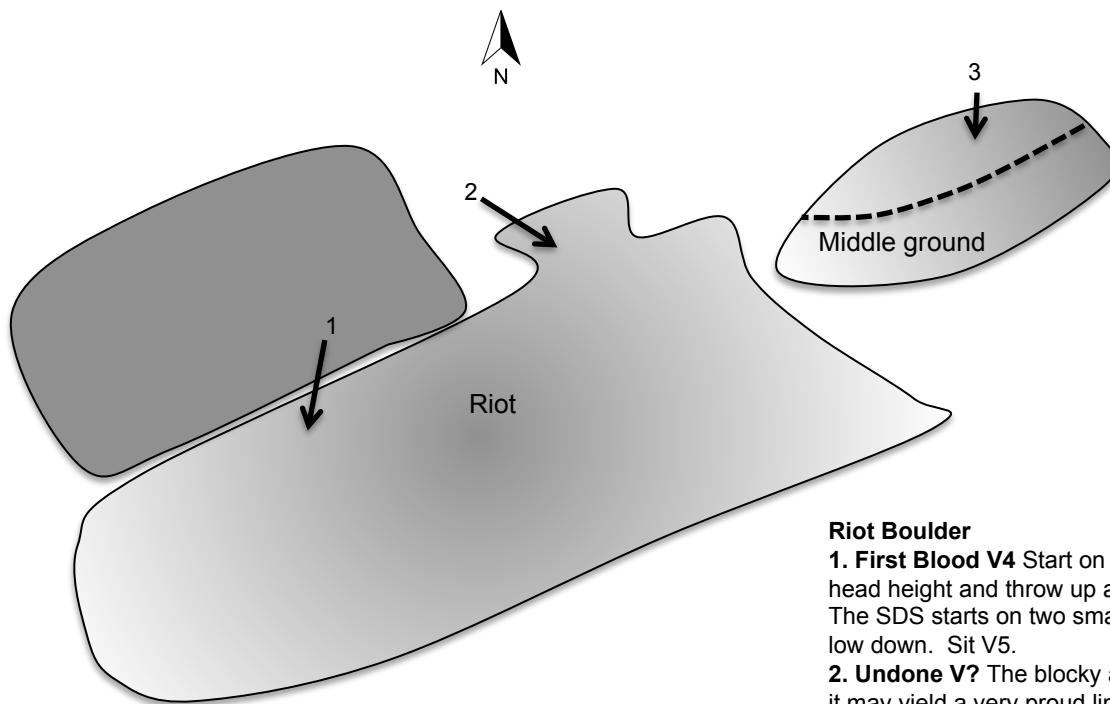
Far Left

1. Won't Stand For It V2 SDS on the block to the right of the boulder. Climb out left onto the face using jugs and crimps and top out straight up. A much harder direct start may be possible starting from the slopers at the lip of the boulder.

2. Born with a Silver Spoon V0 Same start as Won't Stand but climb straight up the boulder instead of climbing out left.

3. On Thin Foundations V1 Start on the jug in the middle of the face and top out straight up using the slopers on the lip.





Riot Boulder

1. First Blood V4 Start on the left-facing rail at head height and throw up and right to the lip. The SDS starts on two small opposing crimps low down. Sit V5.

2. Undone V? The blocky arete/rail looks like it may yield a very proud line. Bring good pads for this one as the landing is rocky.

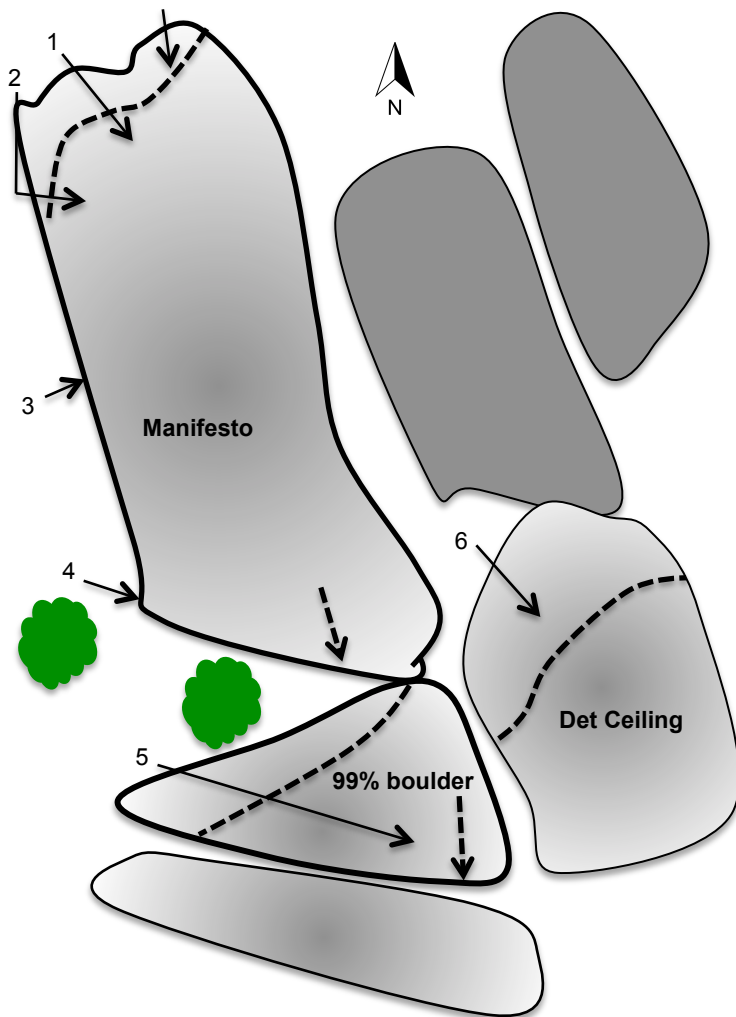
Middle Ground Boulder

3. No Middle Ground V3 Low start on the right facing ramp on a right crimp and left sloper. Mantel over the bulge to top out.



Making the throw on "First Blood"





Manifesto Boulder

1. Undone V? The steep face looks like it could provide some very hard climbs. The rock may be a bit loose on this section of the boulder

2. Manifesto V7. The sit starts on obvious jugs the road facing side, goes around the right side and tops straight up.

3. Undone V? The center of the face looks a bit chossy but will likely have a very hard climb going straight up the middle of the face.

4. Undone V? The arete on the right side of the face.

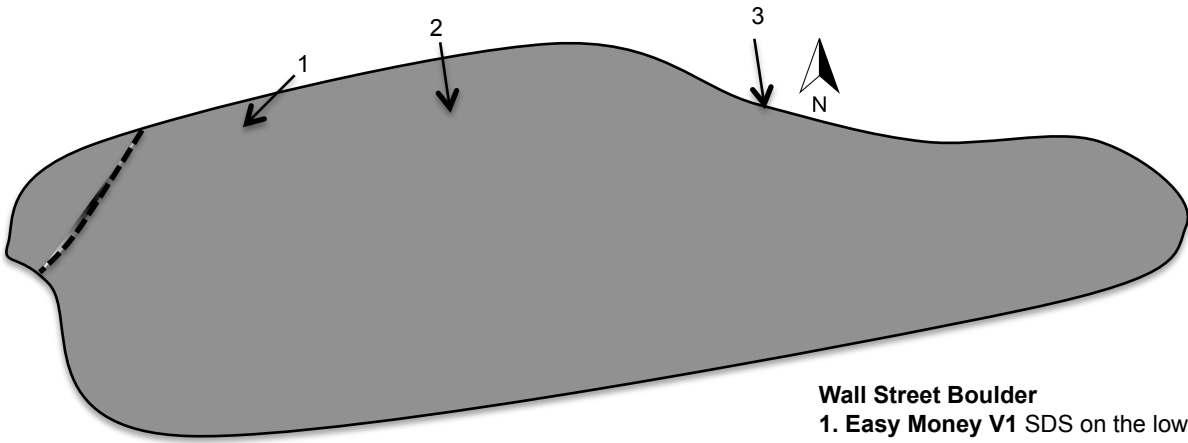
The 99% boulder

5. 99% V5 SDS on two crimps low down and use the big sloper rail to get to the arete. Top out at the end of the arete/the prow of the boulder using the slopy arete.

Det Ceiling

6 Det Ceiling V3 Start down in cave on jug side pulls and work out over the top. A lower start is possible but difficult to avoid dabbing.

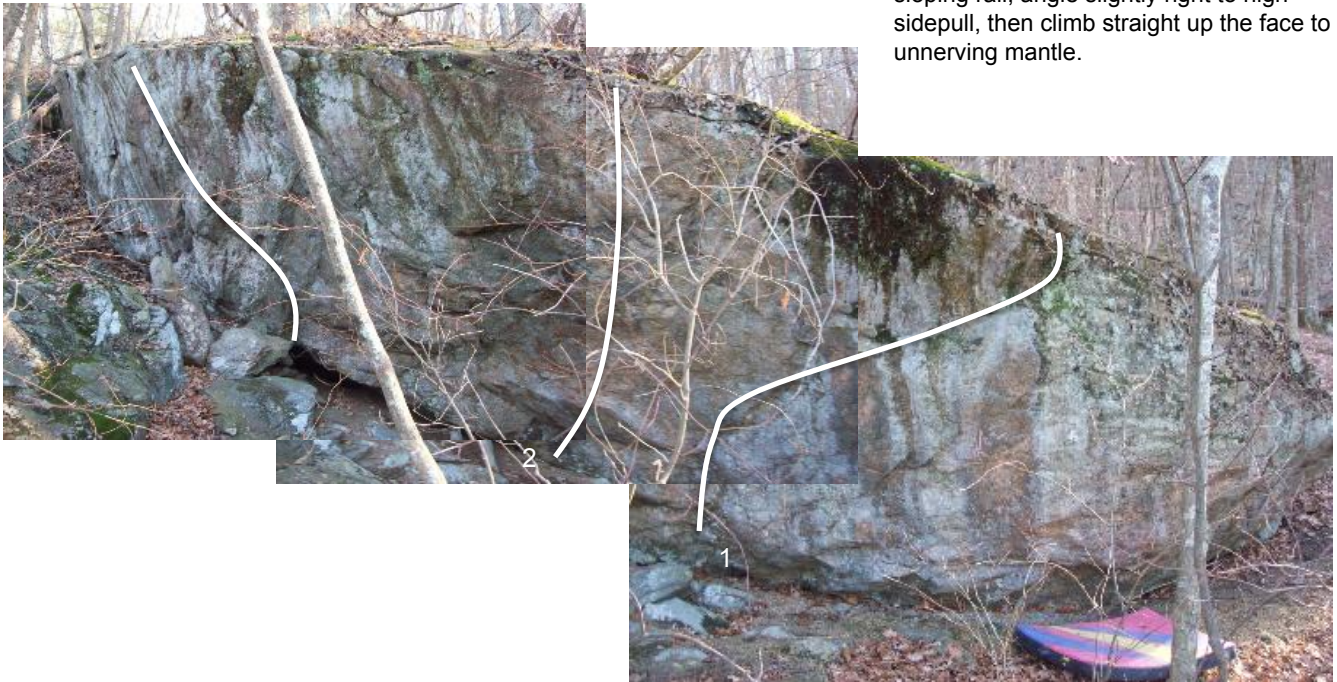


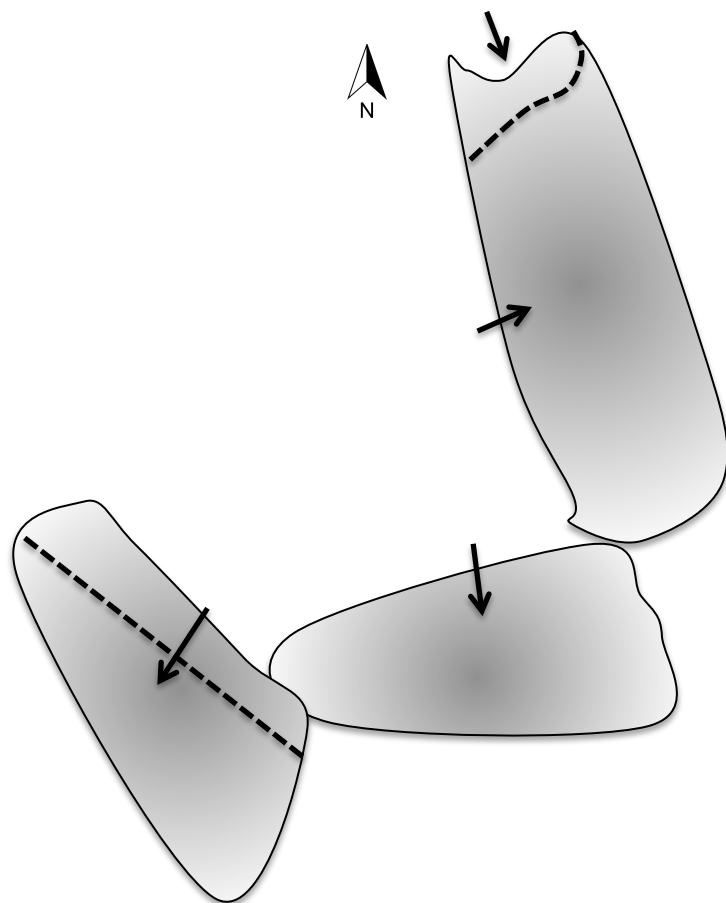


Wall Street Boulder

1. Easy Money V1 SDS on the low jug and climb up to the sloper rail under the lip. Traverse right on the rail and lip and top out on the slab. A direct finish has yet to be done due to the fact that the lip has yet to be dry straight above the sloper rail.

2 What's left of the Occupy Movement V6 SDS on seat-like block, left hand on small broken crimp, right hand on left-angling sloping rail, angle slightly right to high sidepull, then climb straight up the face to an unnerving mantle.





Boulder Name

1. Undone V? Nothing has been done on any of these boulders yet. There could potentially be some very high quality and hard lines on some of these. The arrows just show some obvious possible lines.

