

## **WARNING:**

**Climbing is dangerous, and can result in injury or death.** The authors have done their best to accurately describe and document the boulder problems but assume no responsibility or liability. This is not an instruction manual, do not treat it as one, and do not let anything written herein take the place of your common sense. Please climb safely at all times, many of the problems in this guide are tall, have poor landings, or both. A pad and spotter are recommended for all climbing.

## **Additional Notes:**

**Grades** – In addition to the physical injury noted above, authors accept no responsibility for bruised egos and frustrations. Grades listed for the more established problems are based on conversations with locals and older publications. Grades for the less popular problems are the best guess of the authors, compared to established problems. Time will tell, and we welcome your feedback.

**Names** – Names listed are again based on conversations with local climbers and older publications. Problems not otherwise documented were given names by the authors – if you have any information on the first ascent and the original name, please contact us so we can update the information.

## **Special Thanks:**

We'd like to give special thanks to all those who contributed to both the development of this guide and the development of bouldering at the park itself.

# **ROCKS STATE PARK BOULDERING GUIDE**



**Presented By:**

**Crank Climbing**

**Tylor Streett, Justin Meserve, and Dane Meserve**

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**Abbreviations used in this guide:**

**SS** – Sit Start. Butt on the pad (or in the dirt)  
**TO** – Top Out  
**HB** – Highball, denotes a problem over ~12 feet.  
**SHB** – Super Highball, a problem over ~18 feet. Don’t lose it at the top!  
**BL** – Bad Landing. Have a good pad and a good spot handy.  
**RBL** – Really Bad Landing. Even with a pad and a good spot, the potential for injury is real.

**F R**

**V4 (Cont)**

Lichen It or Leave It 7  
  Moby Dick Stand Start 10  
  Slab Dance 8  
  Tommy’s Pop Gun 12  
  Weigh Station 10

**V5**

Batshit Crack Ext. 6  
  Blue Crab 11  
  Carpathia 15  
  I Lichen It 7  
  King Crab 11  
  Physics of Fun 6  
  Truck Driver 10  
  Wicked Step mother 12

**V6**

Physics of Falling 6  
  Physics of Fun Extension 6  
  Titanic 15

**V7**

Balls Out 6  
  Belly of the Beast 15

**V9**

Truck Driver Right 10

**V10**

Moby Dick 10

**V11**

The Unrepeated 6  
  Break the Silence 10

**V2 (continued)**

<input type="checkbox"/> <input type="checkbox"/> Digits	15
<input type="checkbox"/> <input type="checkbox"/> Lament Configuration	22
<input type="checkbox"/> <input type="checkbox"/> Lyme Disease	9
<input type="checkbox"/> <input type="checkbox"/> Particulate Matter	6
<input type="checkbox"/> <input type="checkbox"/> PVT Caboose	9
<input type="checkbox"/> <input type="checkbox"/> Roadside Attraction	7
<input type="checkbox"/> <input type="checkbox"/> Something Else	22
<input type="checkbox"/> <input type="checkbox"/> Something Else (Direct)	22
<input type="checkbox"/> <input type="checkbox"/> Tape Worm	22
<input type="checkbox"/> <input type="checkbox"/> Teddy Bear Picnic	20
<input type="checkbox"/> <input type="checkbox"/> Three Sisters Classic	12
<input type="checkbox"/> <input type="checkbox"/> Ugly Step Sister	12

**V3**

<input type="checkbox"/> <input type="checkbox"/> Bowsprit	18
<input type="checkbox"/> <input type="checkbox"/> Dog Tick	9
<input type="checkbox"/> <input type="checkbox"/> Early Bird	22
<input type="checkbox"/> <input type="checkbox"/> High Times	7
<input type="checkbox"/> <input type="checkbox"/> Iceberg	15
<input type="checkbox"/> <input type="checkbox"/> Little Sister	12
<input type="checkbox"/> <input type="checkbox"/> Mudbutt	12
<input type="checkbox"/> <input type="checkbox"/> Soft Shell Crab	11
<input type="checkbox"/> <input type="checkbox"/> Tourist Trap	7
<input type="checkbox"/> <input type="checkbox"/> Wicked Step Sister	12

**V4**

<input type="checkbox"/> <input type="checkbox"/> Batshit Crack	6
<input type="checkbox"/> <input type="checkbox"/> Deer Tick	9
<input type="checkbox"/> <input type="checkbox"/> Inch Worm	22

**Introduction:**

Rocks State Park consists of 855 acres purchased by the State of Maryland in 1951. The area known as the King and Queen Seat was once a ceremonial gathering place for the Susquehannock Indians. The park also served a number of functions during the period in which the Maryland and Pennsylvania Railroad passed through the park. The stone in the park is predominantly Wissahickon schist, characterized by cracks, flakes, and protruding quartz crystals. More information on the parks history is available through the Maryland Park Service.

Top rope and trad climbing at Rocks State has been alive and well for decades. While some boulder problems have existed for nearly as long, a focus on establishing bouldering in the park started in the late 90’s and continues through to this day.

It’s worth noting that many of the climbs listed in this guide are variations, eliminates, lowballs, etc. but do not let that discourage you. There is a ton of potential for someone new to bouldering, and a few real gems for the more experienced climbers.

**Park Rules:**

**The park closes at sunset.** Please be back to your vehicle on time, and be respectful to the rangers if they have to come calling for you.

**Pets are allowed in the park.** Pets must be kept on a leash.

**Pack in – Pack out.** Take all your trash back out of the park with you. Plastic bags are available at the parking lots.

**Respect.** The park is a favorite destination of both climbers and the general public looking to spend quality time in the outdoors. Please respect other park patrons and their ability to enjoy the park. This means leaving the boombox in the car, keeping the swears of frustration under your breath, and being polite when folks ask what “them funny mattresses yer carrying” are for.

## Leave No Trace – Help keep our park beautiful!

**Litter** – In addition to packing out anything you pack in, please grab a bag at one of the parking lots and collect any litter you come across while in the park.

**Tick Marks** – While that white stripe might help you find your mark in a moment of desperation, but it's also pretty ugly out of context. You're welcome to use them, but please remove them before you leave.

**Flora and Fauna** – Stay on established trails whenever possible to avoid trampling the plant-life. Likewise, be mindful of pad placement to avoid crushing small plants. Beware of ticks and the occasional Copperhead snake.

**Wildlife** – Many of these problems provide great coverage for bird's nests and other animal's homes. If you see an animal make its home on a problem, postpone it for another day. Bouldering is no good reason to scare them from their nests and offspring.

**Cleaning** - The majority stone in the park is usually fairly hard and solid, especially compared to the flakey schist in other parts of the county. A dust broom for loose debris that accumulates on ledges and a nylon brush should get you by. The lichen is not as slippery as it looks, and the mosses are not usually a problem in the cooler months. Leave the metal brushes, screwdrivers, paint scrapers, etc. at home.

### The best time to visit

The best time to enjoy the bouldering is mid-September to early spring, barring snow. Once the low level brush dies off, the stones are more readily visible to those new to the park, and you won't have to fight your way through thorns, poison ivy, and ticks. Maryland summers are known for their humidity, and it makes the stone incredibly greasy. Throughout all seasons, the phrase 'if the road is dry, the stone is dry' holds mostly true for the park.

## Problems (By Grade)

F R

### **V0**

<input type="checkbox"/> Batty Slab	6
<input type="checkbox"/> Bow Chicka Bow Wow	9
<input type="checkbox"/> Fifth Wheel	10
<input type="checkbox"/> Hot Hands	15
<input type="checkbox"/> JaeI	11
<input type="checkbox"/> Leech	9
<input type="checkbox"/> Overhang Traverse	7
<input type="checkbox"/> Quake	23
<input type="checkbox"/> Quisp	23
<input type="checkbox"/> Use the Quartz	18
<input type="checkbox"/> Warm-up Traverse	7

### **V1**

<input type="checkbox"/> Big Mama	18
<input type="checkbox"/> Billboard	7
<input type="checkbox"/> Deborah	11
<input type="checkbox"/> Mosquito	9
<input type="checkbox"/> Potato Salad	20
<input type="checkbox"/> PVT Church	9
<input type="checkbox"/> PVT Tucker	9
<input type="checkbox"/> Roadside Attraction	7
<input type="checkbox"/> Something's Here	22

### **V2**

<input type="checkbox"/> Anti-Arete	23
<input type="checkbox"/> Batshit Roof	6
<input type="checkbox"/> Big Block Left	22
<input type="checkbox"/> Big Block Right	22

## **Smokehouse Boulder (4)**

A 20 foot boulder with a system of cracks directly above the top of *Smoken' Ash*. Find it by walking downhill along the mossy wall from the **Cube Boulder**. Two of the problems listed here were established as short top-rope routes but can be easily be bouldered as they are easy and the landing is good. Problems are listed from left to right.

### **10. Quake (V0-)**

The easiest of the old routes that goes at 5.3. Climb the vertical cracks to the top and please be careful. TO SHB

### **11. Anti-arete (V2)**

On the right side of the main face, start in horizontal and climb the face without using the left or right arêtes. Becomes sketch at the top, but easy arête is always within reach. TO SHB

### **12. Quisp (V0)**

Starting from the large jug on the right arête, move around the corner to the large quartz holds. Please be careful not to remove any moss from the currently exposed holds or form additional holds. TO HB

## **Directions:**

Chances are you obtained this guide from the internet, which also has a number of websites dedicated to providing directions. This guide provides directions from the nearest interstate, but for those coming from points west, or more locally, separate directions are recommended.

### **From I-95:**

Take exit 77 for Route 24 towards Bel Air  
Stay on Route 24 past the Hospital and the Harford Mall  
Bear right onto Route 1 North as Route 24 ends  
Two exits later is Route 24 North (Sign says 'Rocks')  
Proceed North on Route 24 passing through town and along the river for a bit before coming to the parking lots. Route 24 is also Rocks Rd.

## **Parking info**

### **Ranger Station Area (1)**

Headed north on Rocks Road, turn left onto Rocks Chrome Road. The parking area is at the top of the first hill, on the right hand side of the road. This parking lot is useful for accessing the Smoke n' Ash area.

### **Whitewater Area (2)**

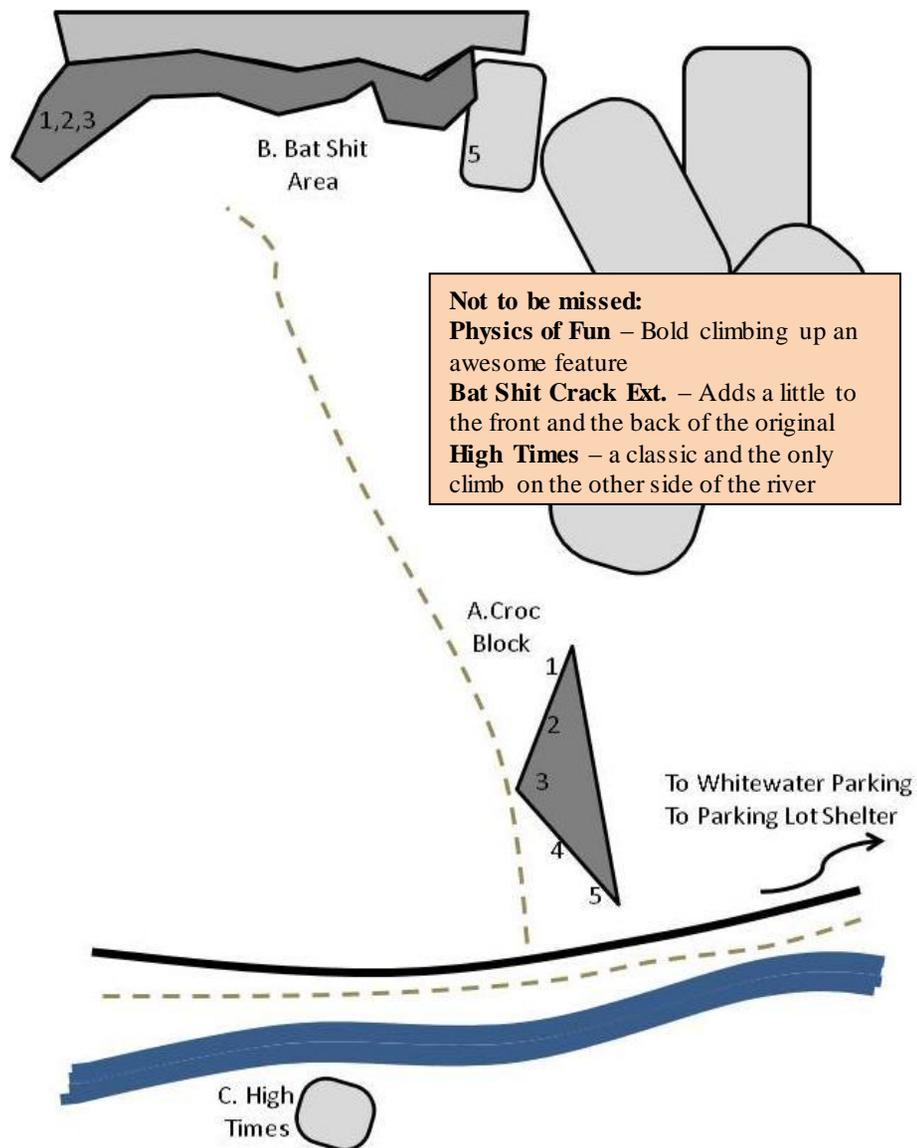
Continuing north on Rocks Road, past Rocks Chrome Road, is the Whitewater parking area, off to the left. This is the most popular parking area for climbers. It provides a short walk to the base of the Roadside area, and a good uphill trek to get the blood flowing if you are heading to the Boulder Corridor.

### **Rock Ridge Parking Area (3)**

Heading farther north on Rocks Road, turn left onto St. Clair Bridge Road just before the bridge. Approximately ½ mile later, turn left toward the Rock Ridge Picnic Area. This lot provides best access to the King and Queen Seat and Rock Ridge areas. This is the only lot with a fee; \$2 weekdays, \$3 weekends, a little more if you are from out of state.

## Roadside Area

This area is really a few scattered boulders that are best accessed from the main road, Route 24. By walking down the road from the Whitewater Parking Lot you can find them with faint trails wandering off uphill.



## Worm Boulders (1)

The small overhanging boulders on your left that you first encounter on your left.

### **1. Early Bird (V3)**

This small but fun overhanging block starts with your left hand on a jug and your right hand on an edge with your feet on the block in the back. Pop up for the lip and mantle up. The blocks to the left and right are off. SS TO

### **2. Tape Worm (V2+)**

Start on the jug on the right side with a right heel hook. Work the two moves up and top-out. SS TO BL

### **3. Inchworm (V4)**

Pull on from the sloper and move up the left side to find a quartz crimp and find an even smaller right hand. Pull to the top and inch your hips up and over the lip. SS TO

## **Boulder 2**

Turn right from the **Worm Boulders** and you will find another short face with an obvious sloping rail on the right side.

### **4. Something Else Direct (V2)**

Start low on the big undercling and make big moves straight up. SS TO

### **5. Something Else (V2)**

Start all the way to the right and work the sloping rail to the big undercling. Make a big move out left to a jug and then up to the polished dish. SS TO

### **6. Something's Here (V1)**

Begin as before and then move straight up the flake from the sloping rail. Finish right of *Something Else*. SS TO

## **Cube Boulder (3)**

Head around **Boulder 2** and up hill to find a small drop off with a large square boulder perched on a blocky section. Walk out left and around.

### **7. Big Block Left (V2)**

Sit start on horizontal on the left face. Maintain right arête to top. SS TO

### **8. Big Block Right (V2)**

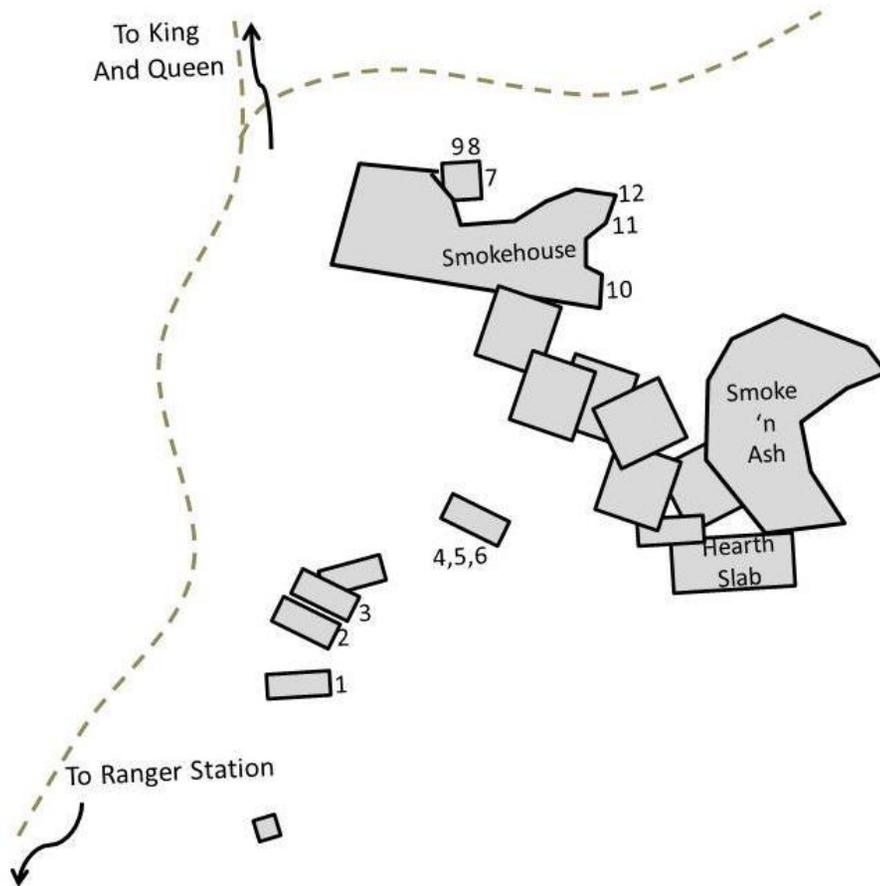
Sit start on horizontal on right face. Utilize left arête and right cracks to top. SS TO BL

### **9. Lament Configuration (V2)**

Sit start on horizontal. Move straight up to better holds, then up and right into splitter crack. Move straight up crack to top. SS TO BL

## Smoke n' Ash Area

The easiest way to approach this area is to park at the Park Office and walk up the old trail. The old trail splits away from the White Trail at the sign. Walk up the trail until you see a small cluster of boulders off in the woods to the right. Hopefully a new trail will be in place soon to access this area safely with respect for the environment.



**Not to be missed:**  
**Inchworm** – Doesn't give up until the very end

## **A. Croc Block**

Walk down Route 24 towards town and pass a small alcove where a yellow sign is located. Walk up the faint trail and you will immediately be looking at a slightly overhanging triangle of rock.

### **1. Physics of Falling (V6)**

A scary and dirty problem that could use some more traffic. Start on the far left of the triangle and work up to the peak. The ground falls away at the opposite angle of rock so be careful. SS TO RBL

### **2. Particulate Matter (V2)**

Starts just left of the peak on obvious holds and make several large moves to the top. The top out is dirty despite being swept, use caution. TO RBL

### **3. Unrepeated (V11)**

Start on bad crimps in center of face. Large move to a nothing edge high and right then finish straight up through the highest point.

### **4. Physics of Fun (V5)**

Work the right side arête to its natural end before heading left onto the face to a series of crimps then head up again to the peak. TO RBL

### **5. Physics of Fun Ext. (V6)**

This extension adds a sit start from a small crimp and side-pull before throwing to the arête proper. SS TO RBL

## **B. Bat Shit Crack**

Continue a little further up the faint trail from the Route 24 Boulder and you will find two sets of overhangs.

\*The following three (3) problems share the same start. Start on the far side of the boulder and make 2 moves into the original start for bonus points.

### **1. Bat Shit Crack (V4+)**

Start on the large jug under the overhang and work out to the small ledge on the right face and top out left of the refrigerator block. SS TO

### **2. Bat Shit Crack Ext. (V5)**

Begin as before but once you reach the small ledge bypass the jug on the left face and head out left along a crimp and pinch to a jug. The jug all the way out left over the sharp rock is the finish. TO BL

### **3. Balls Out (V7)**

Start once again under the overhang and make your way out to the small ledge. From here, head straight up by squeezing the large refrigerator block. SS TO

### **4. Bat Shit Roof (V2)**

To the right of *Bat Shit Crack*, there is a slab with a large overhang. Start on the ledge and pull onto the slab and work right to attain the big jugs at the lip. Drop off or walk off right. SS

### **5. Batty Slab (V0)**

Continuing further right there is a short, dirty slab. Climb up and around to the other side for the down climb. TO

## **C. High Times Boulder**

Located directly across the creek from the trail leading up to *Bat Shit Crack* with a small sand beach for a landing.

### **1. High Times (V3)**

Work the arête from left to right. There is a tree down on top so the top-out has become far more challenging and dangerous. Plus, a certain lack of traffic has left it dirty and lichen covered. SS TO

## **D. Parking Lot Shelter**

These small tiered overhangs are located just on the other side of the Park Service building, heading back towards town. This is just another area that could use more traffic. The ledge at your feet for all of the starts is, of course, off. Be creative!

### **1. Roadside Attraction (V2)**

Past the fallen tree is an obvious layback start. Pull through the small roof onto the crimps and then to big jugs for the top out. SS TO BL

### **2. Tourist Trap (V3)**

Start with your left hand on an edge and your right on the jug. Find your way over the first roof and make long reaches up the face and through the second roof to good jugs up top. SS TO HB BL

### **3. Billboard (V1)**

Find edges at the roof line and make a long move to the first ledge. Pull up and climb the series of ledges to the top. SS TO BL

## **Warm-up Boulders**

As you head up the road towards the bridge, just past the parking lot are a couple of boulders that can be used for a quick session. They are easily connected by obvious deer trails.

### **1. Lichen It or Leave It (V4)**

The large sloping ledge is the starting hand hold, good luck finding the feet. Make moves left to a sharp crimp rail and then make a large move to a jug. TO

### **2. I Lichen It (V5)**

Start on the large jug and make easy moves up the short arête. Roll over for the top-out. SS TO

### **3. Warm-up Traverse**

A large face that could have its own host of short problems if not for the large amount of moss and growth at the top. PLEASE DO NOT TOP OUT! Instead, be content to traverse back and forth along the face without disturbing the other moss deposits.

### **4. Overhang Traverse**

Just above the *Warm-up Traverse*, make horizontal moves along the obvious ledge. Again, please DO NOT top out.

## **Parking Lot Boulder**

From the back of the Rock Ridge Amphitheater, follow the power lines to a small clearing with one large boulder.

### **1. Leech (V0)**

On the far side, facing away from the parking lot, climb the slab. TO

### **2. Lyme Disease (V2)**

Work the sloping arête up and across to top out over *Dog Tick*. TO

### **3. Deer Tick (V4+)**

Pinch the two left most vertical rails to the top. It is almost like climbing Spanish tufas. SS TO

### **4. Dog Tick (V3)**

Start with your left hand on a pinch and your right hand in the shallow groove just right of *Deer Tick*. SS TO

### **5. Mosquito (V1)**

Climb the short arête closest to the parking lot. SS TO

## **Blue Trail Area**

Located just downhill from where the Blue Trail splits from the White Trail. This can also be accessed by parking along St. Claire Bridge Rd. and walking up the short Blue Trail.

## **Blue Team Boulder**

This boulder is small and hardly worth the effort, but a good find for the completionist. It can be hard to find as three sides of it are covered in moss.

### **1. PVT. Tucker (V1)**

Very simple, climb the arête on the left side of the boulder. SS TO

### **2. PVT. Church (V1+)**

Start in the vertical crack to the lip. The big jug straight up clinches the top-out. SS TO

### **3. PVT. Caboose (V2)**

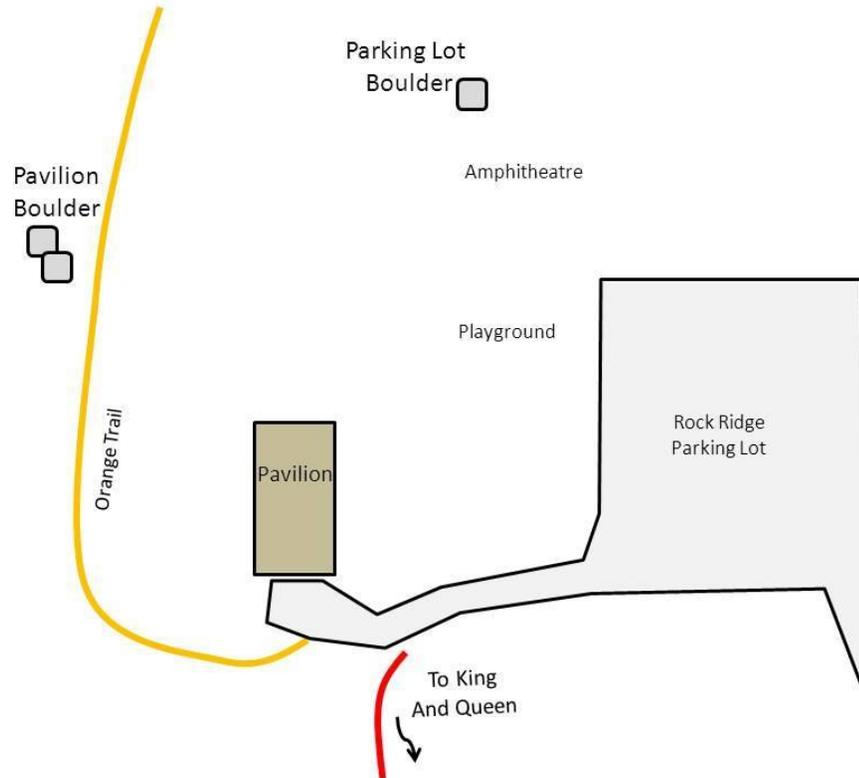
Start on the small edge on the otherwise blank lower face just right of *PVT. Church*. Grab the lip and reach right for a large side-pull pocket. Reach for the bad sloper or stretch for the good jug on the back. TO BL

### **4. Bow Chicka Bow Wow (V0)**

When things are this easy, you have to just do it. Climb the blocky right side. TO

## Rock Ridge Area

This area is most easily accessed by driving up from St. Claire Bridge Rd. to the parking lot. It is, however, closed in the winter and costs \$2 when it is open. The cheaper but longer path is to walk up the Purple Trail to the **King and Queen Seat Area** and then walk the Red Trail up to the Rock Ridge Picnic Area.



## **Pavilion Boulder**

From the pavilion, follow the Orange Trail for about 100 feet and look downhill to the left. You will be approaching the back side of the boulder just off of the trail.

### **1. Teddy Bear Picnic (V2)**

On the far side of the pavilion, climb the ever shallowing slab to the top. TO

### **2. Potato Salad (V1)**

Start on an obvious ledge and work the left hand arête and right hand crack. Short but fun. TO

## Where is the nearest.....?

### **Food**

Pizza Hut – Head towards Forest Hill on Rt. 24. Just before the first light is a shopping center on the left. Pizza Hut is in the back of the shopping center.

### **Fuel**

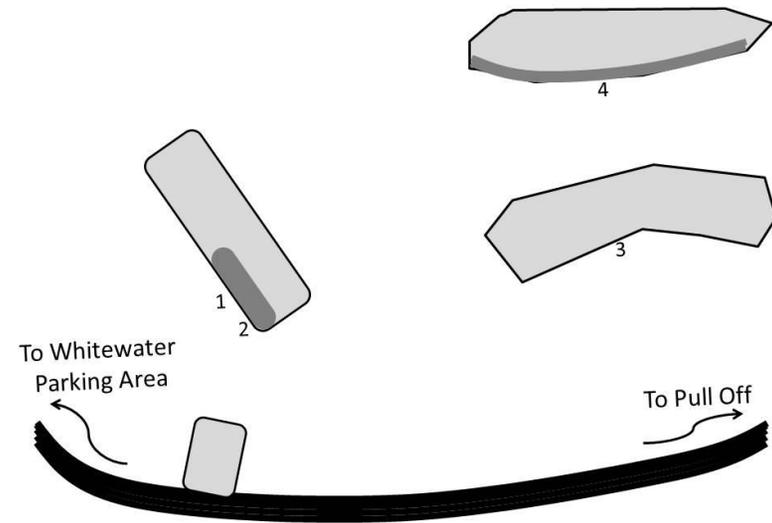
Texaco – Head out Rt. 24 away from Forest Hill. A straight through the round-about and the station is on your left.

### **Relaxation**

Kilgore Falls – Head out Rt. 24 away from Forest Hill. A left through the round-about will put you on Rt. 165 South. A right onto Clermont Mill, and then a left onto Eden Mill will put you on a gravel road. 1/8 mile down on the right is a parking lot. A wander down the trail will lead to the tallest waterfall in Harford County, a good place to recharge in the water.

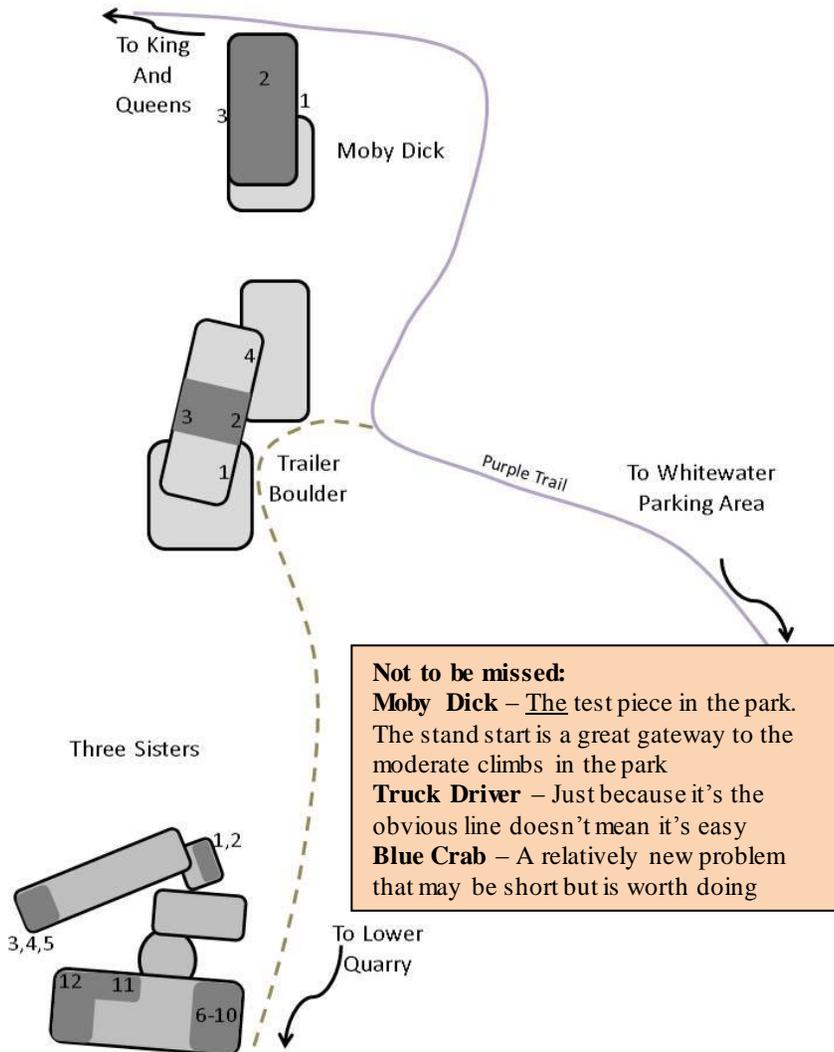
### **Hospital**

Upper Chesapeake – Head back towards town on Rt. 24. Turn right onto Rt. 1 South, and then left onto Rt. 24 into Bel Air at the first light. Straight through 3 lights on Rt. 24, the right at the 4<sup>th</sup>.



## Boulder Corridor (Moby/Trailer/Three Sisters)

This is the main bouldering area of the park with the largest concentration of problems, area classics, and test pieces. The boulders are detailed from the top of the purple trail where there is a sign next to the Moby Dick Boulder and onwards downhill back towards Route 24. Please tread conservatively! As stated, there is a faint trail and traffic along this path will only help to re-establish it. Bushwhacking downhill is frowned upon so please try your best.



## **Big Momma Boulders**

This small cluster is found at the very top of the hill where the Purple and Red Trails end and cross over the White Trail. They are between the high table top of the King and Queen Seat and the popular exposed prow.

### **1. Big Momma (V1)**

On the back side of the tall, free standing boulder that is the top of *Chardonnay* (5.7). Pretty straight forward, but make sure that you have a spotter to keep you from rolling down Chardonnay on the right side. TO HB

### **2. Top-out Boulder**

A short little boulder that is only good for practicing top-outs.

### **3. Warm-up Boulder**

A fun eliminate boulder with problems ranging in difficulty from V0 to V6. Start around the corner on the left and work up and across to the right however you see fit. SS TO

## **Beginner's Face Boulder**

The short but imposing boulder that splits the trail as you walk downhill from the main King and Queen Seat area with Beginner's Face to you left.

### **4. Bowsprit (V3+)**

Climb the sloping pinches and ledges facing uphill. SS TO RBL

### **5. Use the Quartz (V0)**

Off to the right of *Bowsprit*, climb the short face and top-out. The big feet at the start almost make this not worth mentioning. TO RBL

## **Breakaway Ledge Trainer**

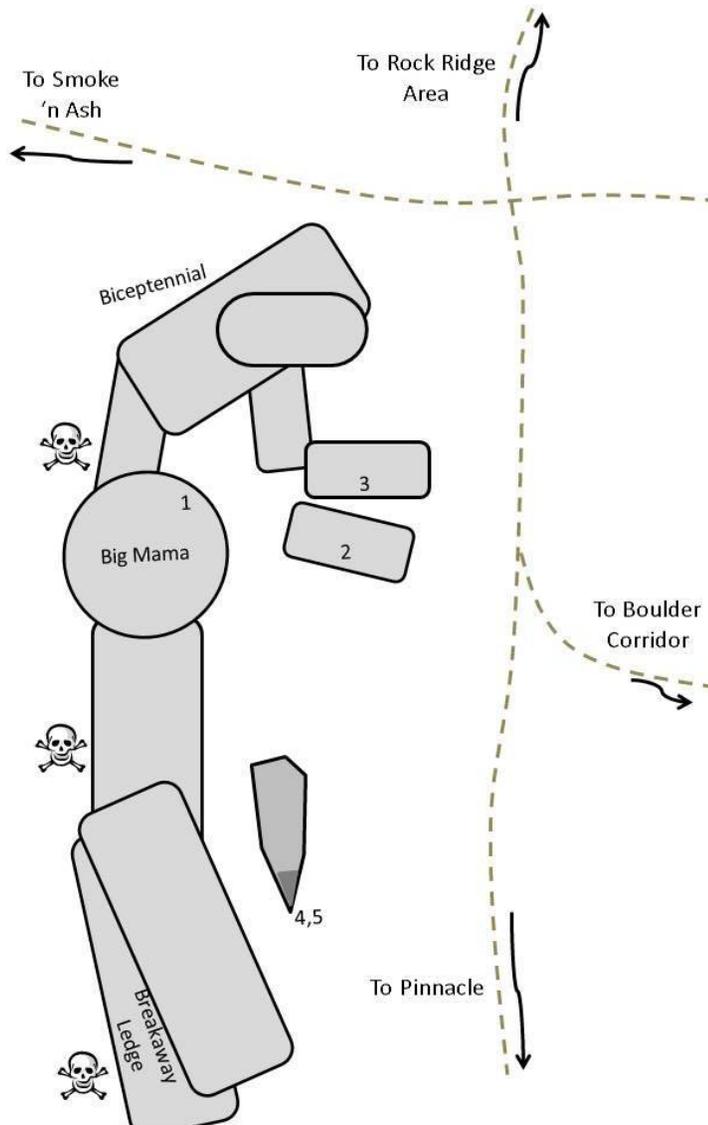
If there is no one climbing on the Breakaway Wall, the ledge area has a small slightly overhanging face that is good for doing traversing circuits to get the blood pumping and work on endurance for new boulderers. There is a depression on the ledge that holds water, and it is right where you'd want to place your pad.

Three important notes:

1. Getting to this ledge involves a moderately sketchy traverse that becomes much more awkward when you are dragging a pad along
2. Yield to the top ropers, there are plenty of other better places to boulder in the park. If you see an anchor on the ledge, go somewhere else, and **do not touch the anchor.**
3. There is a legitimate cliff edge in this area, with potential for a **90 foot fall** if you should go over. There is plenty of room to work the circuit without being near the edge. Exit the area via the traverse – **do not attempt to exit left up through the slab.**

## King and Queen Seat Area

This area is the most popular site for couples to wander up the Purple Trail from the Lower Parking Lot, take ten minutes to look at the view, kiss and leave. Expect to receive weird looks as the couples rotate throughout the day. Take the Purple Trail all the way up from the Lower Parking Lot (free) or take the Red Trail from the Rock Ridge Picnic Area (\$2 per car). It is marked by a sign detailing the history of the area.



## Moby Dick Boulder

This is accessed by walking up from the Lower Parking Lot on the Purple Trail. It is perhaps the most recognizable and obvious feature in the park. Some guides will say that it looks like a beached whale but we all know what it really looks like.

### **1. Moby Dick Classic (V10)**

Start with your left hand on the left arête and right hand on bad holds. Work up until you can snag the jug on the right side about halfway up and stay on both arêtes to finish. SS TO BL

### **2. Stand Start Variation (V4)**

Grab jugs on either arête and pull on. Work both arêtes to the top. TO BL

### **3. Break the Silence (V11)**

This problem was unlocked after years of effort. Start with your right hand on the arête and left hand on bad holds. Work up and finish as previously described. SS TO BL

## Trailer Boulder

Just downhill from the Moby Dick Boulder, it can also be reached by an established side cut from the Purple Trail.

### **1. Fifth Wheel (V0)**

Stand tart on the left side of the boulder and climb the right facing rails to the top. For an easy problem it has a serious landing zone. TO BL

### **2. Truck Driver (V5)**

This is the first of the area classics that most climbers find along the main trail from the lower parking lot. Start matched on the obvious rail in the middle of the boulder and head out left before moving straight up the crimps. TO

### **3. Truck Driver Right (V9)**

Starts underneath on the far side of the boulder and makes long moves to the *Truck Driver* start, but then goes right and up the even smaller crimps. SS TO

### **4. Weigh Station (V4+)**

Start on the small edge on the far right of the face and gun for the sharp crimps. Finding feet for the start can be a bit of a problem. SS TO

## Three Sisters Garden

Located further downhill it can be hard to find when the leaves are in full bloom. Head down and over a fallen tree and enter the garden between two boulders.

### **Boulder 1**

The first small boulder on your right before passing between two others to the main garden. It currently is hiding behind a fallen and rotten tree.

#### **1. Jael (V0+)**

Start with your left hand on the arête and your right on a small hold. Make one, two or three moves to the top. SS TO

#### **2. Deborah (V1)**

Another short and sweet problem to the right of Jael. Start on the obvious jug, while minding your back against the sharp rock, and move up and left to a gaston. One more move gains the top. SS TO

### **Boulder 2**

After passing between the two boulders that serve as the entrance, the problems are located all the way back on the right on a small overhang.

\*The following three (3) problems share the same start.

#### **3. King Crab (V5+)**

Start on two crimps under a sloping overhang. Fire for the slopers and move out left along the lip and around the corner. The crack out left is off. SS TO BL

#### **4. Blue Crab (V5)**

Use the same start as before and rotate right with your left heel up on the lip. Work the ridge to the top. SS TO

#### **5. Soft Shell Crab (V3+)**

An often used variation of *Blue Crab* that warranted its own name since it is clearly not of the grade. Head all the way right around the corner and top out by attaining the slab. SS TO

#### **1. Hot Hands (V0)**

This problem was first done in the bitter cold of February in a vain attempt to warm up for the problems around the corner. Hop the fallen tree and make your way to the left where juggy ledges await. Pull a couple moves and top out next to a bush. SS TO

#### **2. Ice Berg (V3)**

The slightly overhanging block with an obvious jagged crack running from the bottom right to the top left. Start on jugs and follow the crack to its end.

Footholds are something to be desired. TO

#### **3. Titanic (V6)**

There is a large hole with an impressive sharp arête rising up. Start with your left hand on a triangle ledge in the arête and your right hand in a wide slot. Step onto the face and work the arête and slots to the top. This is the definition of a "Really Bad Landing." TO HB RBL

#### **4. Belly of the Beast (V7)**

Start all the way down in the pit and make the tight moves up and out to connect into and finish on *Titanic*. The faces to your left, right, and behind are off. SS TO HB RBL

#### **5. Carpathia (V5)**

Saves you from suffering the same ending as the *Titanic*. Start in the pit again and work up to the big slot. Match in the slot and make a large move out right to the jugs of *Digits* and finish straight up. Once again, the blocks to the left, right, and behind are off. SS TO BL

#### **6. Digits (V2)**

Whether the name is about fingers or phone numbers, have 911 on speed dial. Start with a solid left hand side pull on up through good jugs to the crimps at the top-out ledge. SS TO BL

#### **7. Slab Dance (V4+)**

Slightly uphill from the other problems in the area, find a slab with several small ledges above it that would end up in the **Three Sisters Garden**. This can be top-roped or high-balled. Start with your left hand in a small triangle slot and your right hand somewhere on or around the arête. Paste the feet and make a big move out left for a side-pull and work the arête up to the first ledge. Climb the ledges or walk off left once it is safe to do so. TO RBL

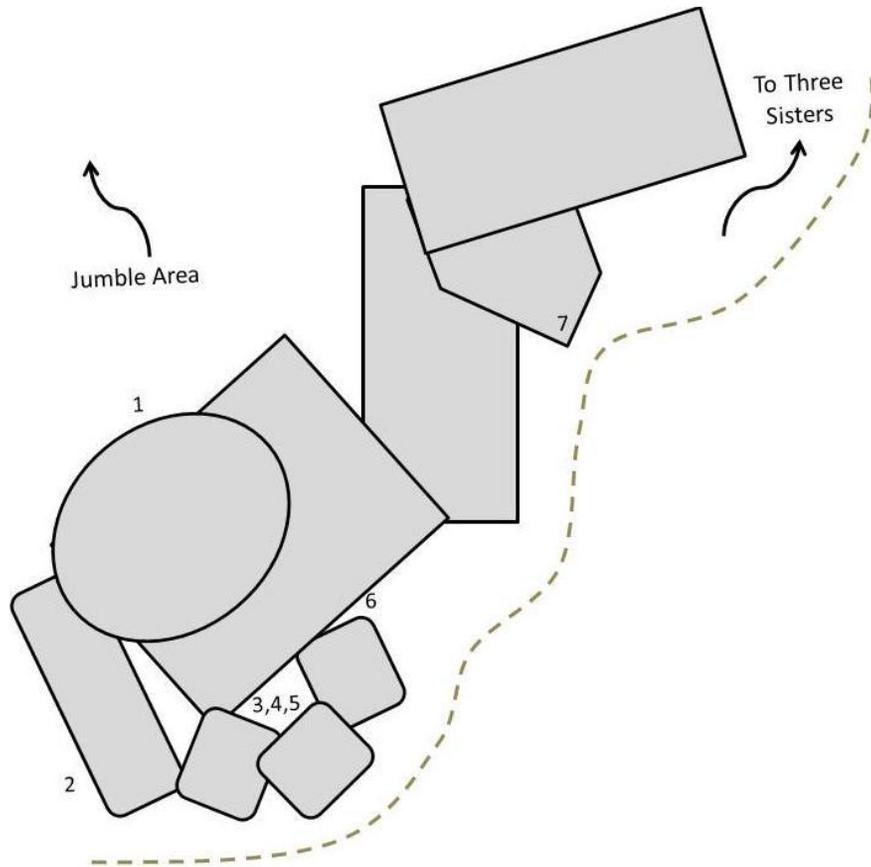
## Jumble Garden

This area makes it hard to find the boulders that are detailed here, mostly because there are no main trails and it is Class III and IV scrambling to many of the problems. The author(s) apologize in advance for any confusion.

It is along the short and hardly blazed Green Trail that branches off from the Purple Trail at the **Moby Dick Boulder**. It extends between the trail split out towards The Pinnacle and then downhill from there. Go exploring and try anything that looks interesting, or take a local to point out the quality lines. An addendum to this guide is planned to cover this area in the future.

## Lower Quarry Area

This area is easily attained from the **Three Sisters Garden** by walking around all the way left and then approximately 50 yards downhill towards Route 24. The tall and sharp arêtes of *Slab Dance* and *Titanic* will let you know that you have arrived.



### Not to be missed:

**Belly of the Beast** – SCARY. Aesthetic arête begging to be climbed

**Slabdance** – The best known slab boulder in the park

## Boulder 3

After passing between the two boulders that serve as the entrance, the problems are located on three sides of the boulder to the left.

\* There is a gap between the large overhanging boulder and a smaller one that is bearing no weight. This is the starting hold for the next five problems (Remember what we said about variations?).

### 6. Ugly Step Sister (V2+)

Head left through the roof and top out through juggy ledges on the left face. Be very careful while climbing and spotting this variation, a misstep could result in a long fall to the talus below. TO BL

### 7. Wicked Step Mother (V5)

Head straight out the roof to the point, match, check the swing and watch the tree and fall zone as you pull straight over the point and up. TO RBL

### 8. Wicked Step Sister (V3+)

Move straight back on the overhang and reach for a sloping pinch directly above the big drop-off. Pull up and roll for the top just right of the point. Have at least two spotters to keep you from falling off the 15 foot ledge. TO BL

### 9. Little Sister (V3)

Use the same start but once you establish hands on the overhang head right to a jug and then straight up to pinches and a left heel for the top. TO BL

### 10. Three Sisters Classic (V2)

Head right from the start to the jug but keep bearing right through jugs up and through the space between two boulders. One of the longer problems in the garden if you continue all the way around the boulder to finish just left of *Tommy's Pop Gun*. TO BL

### 11. Tommy's Pop Gun (V4)

Start with a bad two-handed undercling with you on the big rocks underneath the main boulder. Go big for the sloping rail, match, optional side-pull out left or pop again for the jug finish. TO BL

### 12. Mud Butt (V3)

Start in the dirt on the far right side of the boulder, hence its name. Bad side pulls for your left hand and a jug for your right. Add a heel hook/toe hook combination out right and pull out of the dirt for more right handed jugs.

Starting matched on the right hand jugs subtracts a grade or two, but makes this a good beginner problem. SS TO

