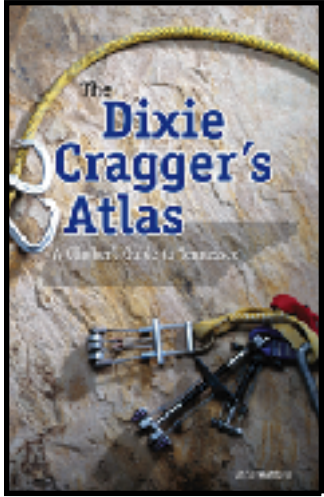


The Dixie Cragger's Atlas

by Chris Watford



The bible for climbing in the Southeast is now split in two books! The Tennessee Book has 550 pages, 3000 routes and a waterproof cover.

It covers all major Tennessee areas in detail with accurate topos and great photos.

To order, log onto
www.dixiecragger.com



presents

sport climbing

in

Foster Falls

Tennessee

Foster Falls, Tennessee

Therefore it may be about only a hundred routes in Foster Falls, they just all look good and you might have some problems to decide which one you want to climb.



How to get there: From Chattanooga, take I-24 West and exit on TN 28 for Jasper. Then, follow the sign to US 41 to Tracy City. Look for the Foster Falls entrance on your left between the mile markers 8 and 9.

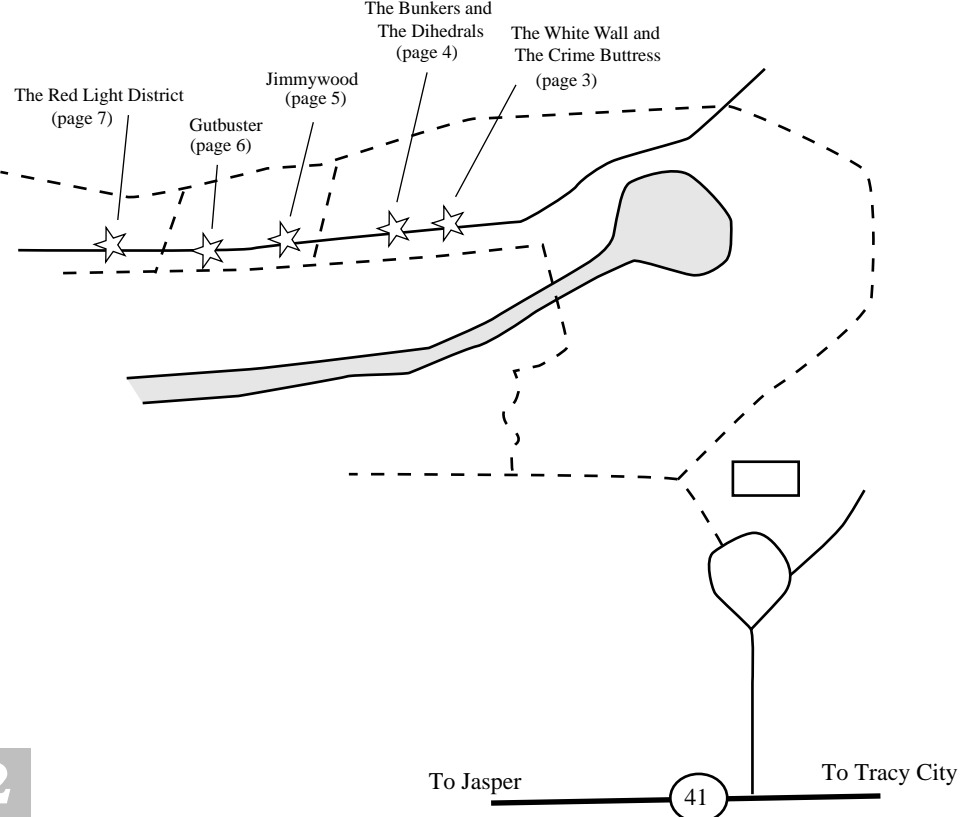
From Nashville, take I-24 East and exit at Monteagle. Take the US 41 to Tracy City, then direction Jasper. Look for the Foster Falls entrance on your right between the mile markers 8 and 9.

From the parking, the best is to take the trail left of the shelter and make a left at the rim. Walk for 2 minutes, passing the overlook and go down at the sign "To base of falls". Traverse the creek on the bridge and walk left along the cliff. You'll pass 4 climbs not in this guide before you reach the first big area.

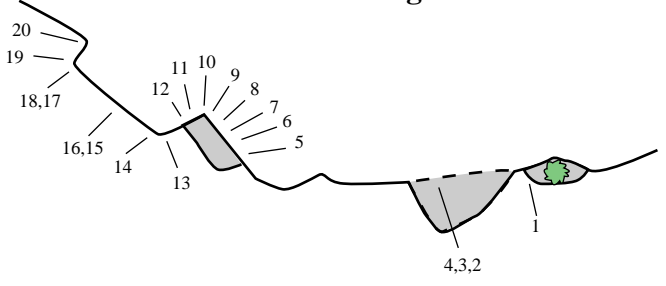
When: From Autumn to Spring.

Sleep: There is a pay camping at Foster Falls parking.

Guidebook : The Dixie Cragger's Atlas by Chris Watford, Market Place Press.

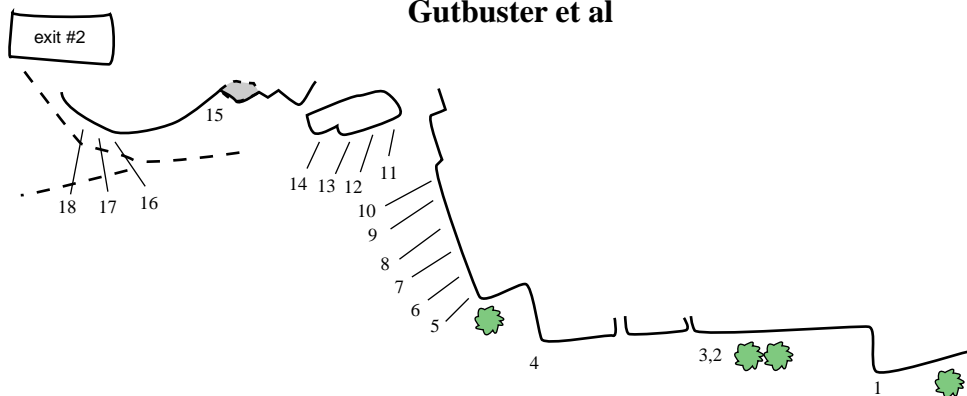


The Red Light District

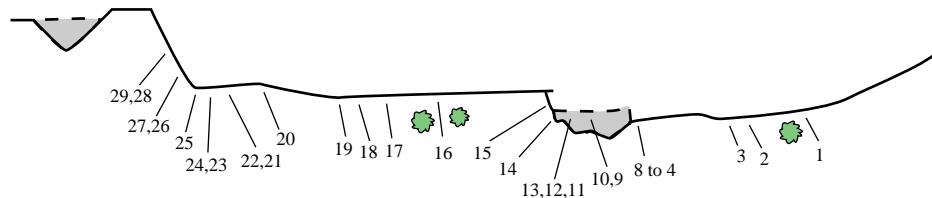


- | | |
|--|--|
| <p>1. The Confederate <input type="checkbox"/> F <input type="checkbox"/> R 5.11a
Scramble up to the first bolt just right of a crack and up the steep face.</p> <p>2. Snatch <input type="checkbox"/> F <input type="checkbox"/> R 5.13b
Grab a jug on the lip of a roof. Climb up and right to finish on the right of the arete above the big roof.</p> <p>3. Reptile <input type="checkbox"/> F <input type="checkbox"/> R 5.12a
Climb Snatch but once you're in the roof, climb up left to Glory's anchors.</p> <p>4. Glory <input type="checkbox"/> F <input type="checkbox"/> R 5.12a
Start on Snatch but climb left after the 2nd bolt, climbing up to the bulge on the left side of the roof.</p> <p>5. Turnin' Tricks <input type="checkbox"/> F <input type="checkbox"/> R 5.10c
Climb at the right end of the ledge.</p> <p>6. Timeless Christian... <input type="checkbox"/> F <input type="checkbox"/> R 5.9
Climb 4 feet right of a right-facing corner.</p> <p>7. The Young And The... <input type="checkbox"/> F <input type="checkbox"/> R 5.9
Start on the flake 15 feet left of the corner.</p> <p>8. Mammplitude <input type="checkbox"/> F <input type="checkbox"/> R 5.10b
Climb in the middle of the low face.</p> <p>9. Dutch Maiden <input type="checkbox"/> F <input type="checkbox"/> R 5.10a
Climb 8 feet right of the dihedral.</p> <p>10. Corner Market <input type="checkbox"/> F <input type="checkbox"/> R 5.8
Gear climb the dihedral.</p> | <p>11. On The Side <input type="checkbox"/> F <input type="checkbox"/> R 5.8
Gear climb the crack 10 feet left of the dihedral.</p> <p>12. Quickie <input type="checkbox"/> F <input type="checkbox"/> R 5.11b
Climb 12 feet left of a crack.</p> <p>13. Cold Shoulder <input type="checkbox"/> F <input type="checkbox"/> R 5.10c
Climb the right side of the arete.</p> <p>14. Butt Trumpet <input type="checkbox"/> F <input type="checkbox"/> R 5.12d
Climb 8 feet left of the arete.</p> <p>15. Guest Appearance <input type="checkbox"/> F <input type="checkbox"/> R 5.13a
Start left of a stump and climb the middle of the face.</p> <p>16. Proposition #1 <input type="checkbox"/> F <input type="checkbox"/> R 5.12c
Start on Guest Appearance but move left.</p> <p>17. Autocratic For The... <input type="checkbox"/> F <input type="checkbox"/> R 5.13b
Start at a small left-facing corner and climb up staying 6 feet right of the arete. Metolius rap hangers.</p> <p>18. Vapor Lock <input type="checkbox"/> F <input type="checkbox"/> R 5.12a
Start as Autocratic but climb left to reach the arete at the 5th bolt.</p> <p>19. Mrs. Treated <input type="checkbox"/> F <input type="checkbox"/> R 5.11a
Start in a blocky corner and climb left of the arete.</p> <p>20. Unnamed <input type="checkbox"/> F <input type="checkbox"/> R 5.9
Gear climb the dihedral.</p> |
|--|--|

Gutbuster et al



The White Wall and The Crime Buttress

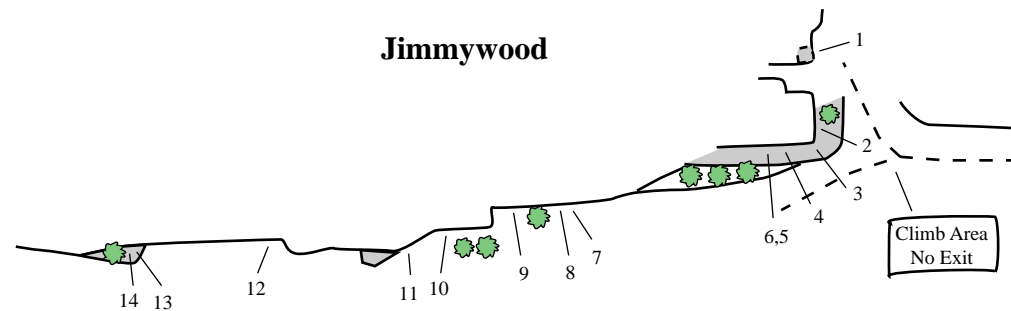
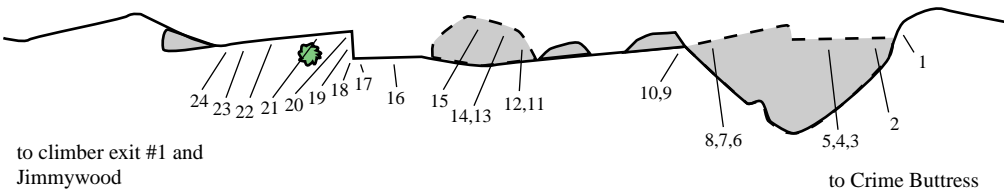


1. **Moonscape** F R 5.10b
Climb the short arete, right of a big dihedral.
2. **Crunch Junkie** F R 5.13a
Start left of 2 trees. Move right under the big roof.
3. **Gutbuster** F R 5.12a
Start on Crunch Junkie but climb out left under the roof.
4. **Sport Puppy** F R 5.9
Climb the blocky face.
5. **Grey Matter** F R 5.9
Climb the arete.
6. **Junkyard** F R 5.11a
Climb 8 feet left of the arete.
7. **Rollo** F R 5.11a
Start with a big, 6 feet high undercling.
8. **The Big One** F R 5.11c
Start with a right-hand sidepull 6 feet high.
9. **You Big Dummy** F R 5.11d
Start with 2 right-facing sidepulls and climb up and left to Fish Eye Fool's anchors.
10. **Fish Eye Fool** F R 5.10b
Climb right of the arete.
11. **Gravity Boots** F R 5.7
Climb the right side of the slab.
12. **After Burner** F R 5.5
Climb the middle of the slab, up a small corner.
13. **Witchy Woman** F R 5.10c
Start right of the last small tree and climb the left side of the slab.
14. **Launch Pad** F R 5.12b
Climb the arete.
15. **Rode Hard And Put...** F R 5.10d
Climb with edges up to the left side of a small roof.
16. **Rolffed** F R 5.9
Climb up a small corner and through a juggy roof.
17. **Therapist** F R 5.9
Climb with a big left-facing sidepull and finish on Rolffed's anchors.
18. **Rehab** F R 5.10a
Start behind the "exit #2" sign and climb the face and the small roofs.

1. **Bottom Feeder** F R 5.12a
Start right of a tree, climb up a slab up to a right-arching dihedral and climb left in the bulge to the anchors.
2. **Saab Story** F R 5.12d
Start in Satisfaction for the 1st bolt, but traverse right at the ledge, climb through a few undercling flakes.
3. **Satisfaction** F R 5.12a
Start 10 feet left of a tree and climb up to a high finger crack.
4. **Wristlets** F R 5.11c
Start as Handcuffed, but move right after the 2nd bolt.
5. **Handcuffed** F R 5.11c
Climb up to a small corner and straight up the face.
6. **First Offense** F R 5.12a
An extension of Handcuffed. 60 METER ROPE!
7. **Unknown** F R 5.?
Start as Handcuffed, but move left after the 1st bolt and climb the small corner and up the right side of the bulge.
8. **Gun Bunny** F R 5.12b
Start as #6 but move left after the 3rd bolt to join The Big Bopper up in the small roof.
9. **The Big Bopper** F R 5.12c
Start as The Acquittal but traverse up and right after the 3rd bolt.
10. **The Acquittal** F R 5.11b
Start 10 feet left of a blocky corner, climb up the orange rock.
11. **Filthy Pig** F R 5.12b
Start at the right of a low roof and climb straight up the small corner and the small roof.
12. **Stun Gun** F R 5.12a
Climb 2 bolts of Filthy Pig and traverse left for 2 bolts and then straight up through a bulge.
13. **Ground Strike** F R 5.11c
Start as Stun Gun but keep traversing left for a more bolt and then up and left to the anchor of Grand Larceny.
14. **Grand Larceny** F R 5.12a
Climb on the left side of the 1st low roof and up and right of the 2nd roof to low chain anchor right of the arete.
15. **Hammerhead** F R 5.11a
Climb on the left side of the corner, through a low blocky roof.
16. **Moving Target** F R 5.9
Start between a small and a big tree and climb up and right to a flake and through a left-facing corner at the 4th bolt.
17. **So What** F R 5.11b
Start on a thin crack, climb up the roof and the orange streak in the face.
18. **The Hoosier** F R 5.11c
Start at the right-facing flake and climb up the bulge.
19. **Reach** F R 5.12a
Start left of the flake and climb up and left to a beige streak in the bulge.
20. **Standing Room Only** F R 5.11a
Climb gray and orange rock up some corners.
21. **Liars** F R 5.12c
Start with a cool pinch for your right hand and climb up to a steep wall.
22. **Thieves** F R 5.12b
Start as Liars but go to law school, oh no...but move left after the 3rd bolt.
23. **Street Crimes** F R 5.11d
Climb to a shelf and a small corner and up to the right side of the upper roof.
24. **If I Had A Shotgun** F R 5.11d
Climb Street Crimes and move up and left under the roof to finish on Framed's anchors.
25. **Framed** F R 5.12a
Climb up the right side of the arete.
26. **Looters** F R 5.12a
Climb up to the left of the arete.
27. **Greed** F R 5.11c
Start on Looters but climb slightly left after the 1st bolt.
28. **Iron Burns** F R 5.11c
Climb the beige bolts 25 feet left of the arete and trend right after the 4th bolt.
29. **Heart Of Gold** F R 5.12a
Start as Iron Burns but go left at the 4th bolt.

The Bunkers and The Dihedrals

Jimmywood



- 1. Lynn's Route** 5.11a
 Climb on the right of the arete.
- 2. Kill Or Be Killed** 5.13c
 Climb 10 feet left of the arete up 4 consecutive roofs.
- 3. Ethic Cleansing** 5.12b
 Climb up the middle of the right wall and up to anchors in the middle of the 2nd bolt.
- 4. Unknown** 5.
 Extension of Ethic Cleansing.
- 5. The Conflict** 5.14a
 Climb Ethic Cleansing but traverse left just before the anchor. Finish in the dihedral as Gas Chamber.
- 6. Gas Chamber** 5.13a
 Start as Bottled Warrior but keep climbing up and right through the roof and exit in the dihedral.
- 7. Abacus** 5.13a
 Start as Bottled Warrior, but climb the middle line following a thin crack in the roof and exit on the left of the arete.
- 8. Bottled Warrior** 5.12c
 Start on a small corner and climb the first bulge and exit on the white wall.
- 9. Dumpkopf** 5.11c
 Start on the left of the cave and trend right after the 5th bolt.
- 10. Something's Always...** 5.10d
 Start as Dumpkopf but trend left after the 5th bolt.
- 11. Cock The Hammer** 5.12d
 Climb the right side of the cave and clip the anchors at the lip.
- 12. Squeeze Tha Trigga'** 5.13a
 Start as Cock The Hammer, but traverse left in the cave along a flake system. Finish on The Big Empty's anchors.

- 13. Durkie The Dum Beast** 5.12d
 Start in the middle of the cave and climb up and right to Cock The Hammer's anchors.
- 14. Eclipse** 5.12d
 Start on Durkie... but traverse left on the flakes to The Big Empty's anchors.
- 15. The Big Empty** 5.13d
 Climb up the left side of the cave up to chain anchors.
- 16. Pillsbury** 5.11a
 Start with the 2 big flakes and up the face.
- 17. Kids With Guns** 5.12d
 Crimp your way 10 feet right of the arete.
- 18. Twist And Shout** 5.9+
 Climb the arete.
- 19. Ankles Away** 5.9
 The slab in the middle of the face.
- 20. Dihedral** 5.9
 Gear climb the corner.
- 21. Narcissism** 5.10b
 Climb right of a small tree and left of the corner.
- 22. Atrophy** 5.11b
 Climb left of a small tree and right of a small roof (stick clip).
- 23. Sponge** 5.12c
 Start 12 feet left of the tree and through a low roof.
- 24. Foster Child** 5.10d
 Start on good holds and climb through two small low roofs and up, right of the arete.

- 1. Snake Charmer** 5.11a
 Walk up the trail. Start left of a dihedral and climb up through a roof.
- 2. 38 Special** 5.10a
 Climb in the middle of the face, left of a tree.
- 3. Bear Mountain Picnic** 5.8+
 Start under a low roof and move over to the right side of the arete.
- 4. La Pistola** 5.12a
 Climb through the low roof and up the short face.
- 5. That Orange Hat** 5.10b
 Start in Earflaps and climb to La Pistola's anchors.
- 6. Earflaps** 5.10b
 Climb up the short face 6 feet right of the corner.
- 7. Miss Prissy** 5.9
 Start with a sidepull high in a crack. Climb up to a small ledge and up the face.
- 8. Miss Scarlet** 5.9
 Start 8 feet right of the small tree real close to the wall.
- 9. Diamond Cutter** 5.10b
 Climb between the small tree and the corner.
- 10. Mammy** 5.9
 Climb left of the two trees.
- 11. Unknown** 5.?
 Climb up and left staying under a big flake-corner.
- 12. Finger Puppets** 5.11a
 Climb left of a corner, up the orange slab.
- 13. Wet Willie** 5.9
 Start on the right of a 3' high ledge.
- 14. Wedgie** 5.10b
 Start just right of the tree on the low ledge.

