

Hawk's Nest (NRG), West Virginia

It's no secret that the New River Gorge has some of the best sport and trad climbing on the East Coast. But what about the bouldering? Well, there is some. It may not be at the same level as the sport climbs, but it's still high quality and definitely worth a tour.

The area presented here is Hawk's Nest, which is less than 15 minutes from Fayetteville. The boulders lie by the river, just under a dam.

Hawk's Nest has a lot of hard problems, which are also the better ones, but a beginner should still find enough to have a good day of climbing.

For more moderate problems, check out Cottonhill Boulders, also included in this guide.



presents

bouldering

around

New River Gorge

Hawk's Nest

and Cottonhill Boulders

How to get there: From I-19, go toward Fayetteville (North of Beckley on I-19), then go North on road 16 (the opposite way of Fayetteville). Drive for 6-7 miles until the road winds down to the river then crosses the bridge. Park on the right side, just after the bridge. Walk upstream, on the service road for 15 minutes. Take the 4th trail to your right, which is labelled "Hawk's Nest". Once at the river level, walk toward the dam and you are in the First Area.

You can also access the river by taking the 2nd fishing trail, and walk upstream, by the river. You will see more boulders, but they were too spread out to make a guide.

For Cottonhill Boulders: follow the same direction as for Hawk's Nest, but keep driving 150 yards after the bridge and park on your left at a big pullout. The boulders are just under the parking lot.

When: Hawk's Nest doesn't get much shade and is more a winter area. The best time to visit is from October to April. Although some problems require cold temperatures for better friction, you can still climb on warmer day.

Sleep: Pay camping at Roger's, by Kamoor. Drive on road 16 to Fayetteville, then shortly after town, make a left to go uphill on Gatewood Rd. After a 1.9 miles turn left at the "Kaymoor #1" sign. After one mile you'll see Roger's camping.

Credits: Thanks to Joel Brady and Chris Anthony for the betas. And big thanks to Rachele and Jason Babkirk for their hospitality.

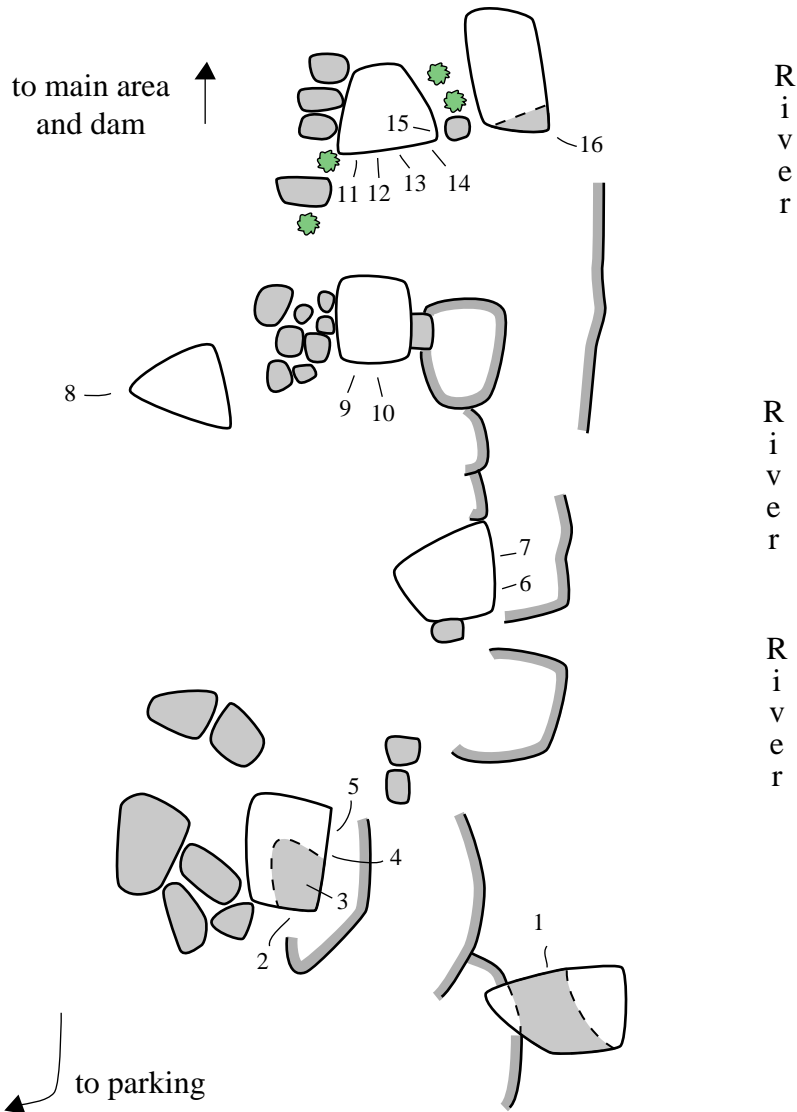
T h e
Friction
F i x

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Under Blue Ridge Outdoor

Leave the rope in the car...

Hawk's Nest (first area)

Coming from the 4th trail (for Hawk's Nest), those are the first boulders you will encounter if you walk toward the dam.



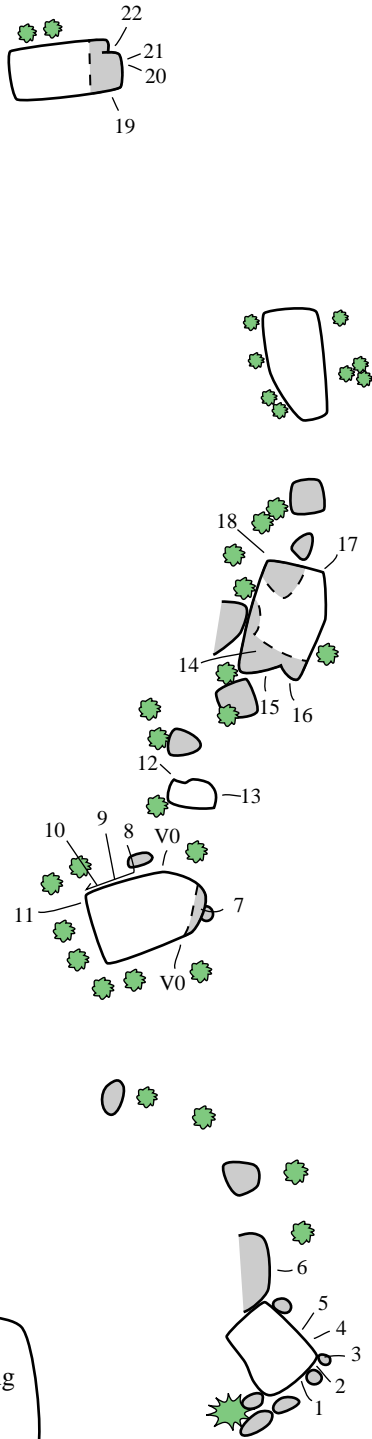
Cottonhill Boulders

Those boulders are more abrasive than the one at Hawk's Nest and offer more moderate problems. The boulders are right by the parking.

- | | |
|---|---|
| <p>1. High Balls $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v1
Start just right of a small alcove and climb with flaky holds.</p> | <p>12. The V9's $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v3
SDS - Start with a really low jug and climb the lowball bulge. Can be done by the right or the left.</p> |
| <p>2. On Crack $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v3/4
Start with a left-facing flake in the crack, go to another crack then up the face.</p> | <p>13. Couldawoulda $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v4
SDS - Low left hand, right hand sidepull, make a big move to incut then top out this lowball.</p> |
| <p>3. The Poop $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v6
SDS - Start with sidepulls and climb the arete.</p> | <p>14. The Mines of Moria $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v4
SDS - Start in the hole with good edges and climb the bulge.</p> |
| <p>4. Sticky Fingers $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v6
Start with good edges and climb the left side of the face.</p> | <p>15. Unknown $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v1
Start right hand in a high pocket and cross over to the jug.</p> |
| <p>5. Ninjas Have Real Ultimate power $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v5
Jump start to iron plates.</p> | <p>16. Unknown $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v1
Start with the huge jug and go straight up.</p> |
| <p>6. The Poop Reprise $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v3
Start under the roof and mantle up.</p> | <p>17. Finger Malone $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v7
Traverse obvious crack and top out on arete. The sit start goes at V8</p> |
| <p>7. Unknown $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v1/2
SDS - Start with low sidepulls and climb directly through the bulge.</p> | <p>18. Finish Him $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v0
Start on arete and go to the finishing moves of Finger Malone.</p> |
| <p>8. Slitty Titty $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v4
Start on jugs in the middle of the face, traverse right then climb the arete.</p> | <p>19. Carrot Cycle $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v7
SDS - Start on the knob and the crimp, go left hand in the crack, right hand slopey edge then go up and right to the arete.</p> |
| <p>9. Tranzection $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v3
Start with right-facing sidepull and go straight up.</p> | <p>20. Mini Skull Fuck $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v4
SDS - Start with 2 sidepulls, one move to top then mantle.</p> |
| <p>10. Happy Scrappy Hero Puppy $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v4
SDS - Start by pinching the arete and climb its right side.</p> | <p>21. Mantle Study $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v4
SDS - Right hand pinch, left hand crimp the right hand of Mini Skull. Go to big edge, then top, then mantle.</p> |
| <p>11. No Time For Love Dr. Jones $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v4
SDS - Start on 2 crimps.</p> | <p>22. Eat at the Y $\begin{matrix} \text{F} & \text{R} \\ \square & \square \end{matrix}$ v3
SDS - Undercling the offwidth crack.</p> |

to Hawk's Nest
and Fayetteville

Cottonhill Boulders



to Charleston

Hawk's Nest (first area)

- 1. black pocket project** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ v?

Start with right-facing flake and go up with pockets in a black streak. Possible low SDS in the cave (sickness!)
- 2. project** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ v?

Jug to slopy sidepull then straight on the face.
- 3. prow project** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ v?

SDS - Start on big flake, go to a sloper at the lip (left of iron bar) then go to a crimp and up the face.
- 4. Iron Bar Exam** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ V5

Mantle from the iron ring. V6 if you start from the SDS.
- 5. So Sue Me** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ V2

Start on iron crimps, move right to right-facing rail then left and up.
- 6. project** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ v?

SDS - Left hand shallow pocket, right hand bad crimp. Go straight to sloper. Really short.
- 7. T2** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ v4

SDS - Start right hand sidepull knob, left hand underneath. Go to shallow pocket and pinch.
- 8. Mortal Kombat** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ v6

Move up slabby, sparsely featured arete.
- 9. Uberflüssig** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ v7

SDS - Climb on pockets just right of the arete.
- 10. Superflüssig** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ v6

SDS - Start on 2 good holds and dyno to top.
Variation (V8) - Same dyno but from mono and 3-finger-pocket.
- 11. Leaving Las Fayetteville** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ v6

SDS - Start with thin slot and climb the arete with pockets and slots.
- 12. One to One** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ v5

SDS - Start on low edge, bump to jug, long move to another one and go straight to the top. V4 if you traverse left in horizontal crack.
- 13. Pocket Face Warm Up** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ v1

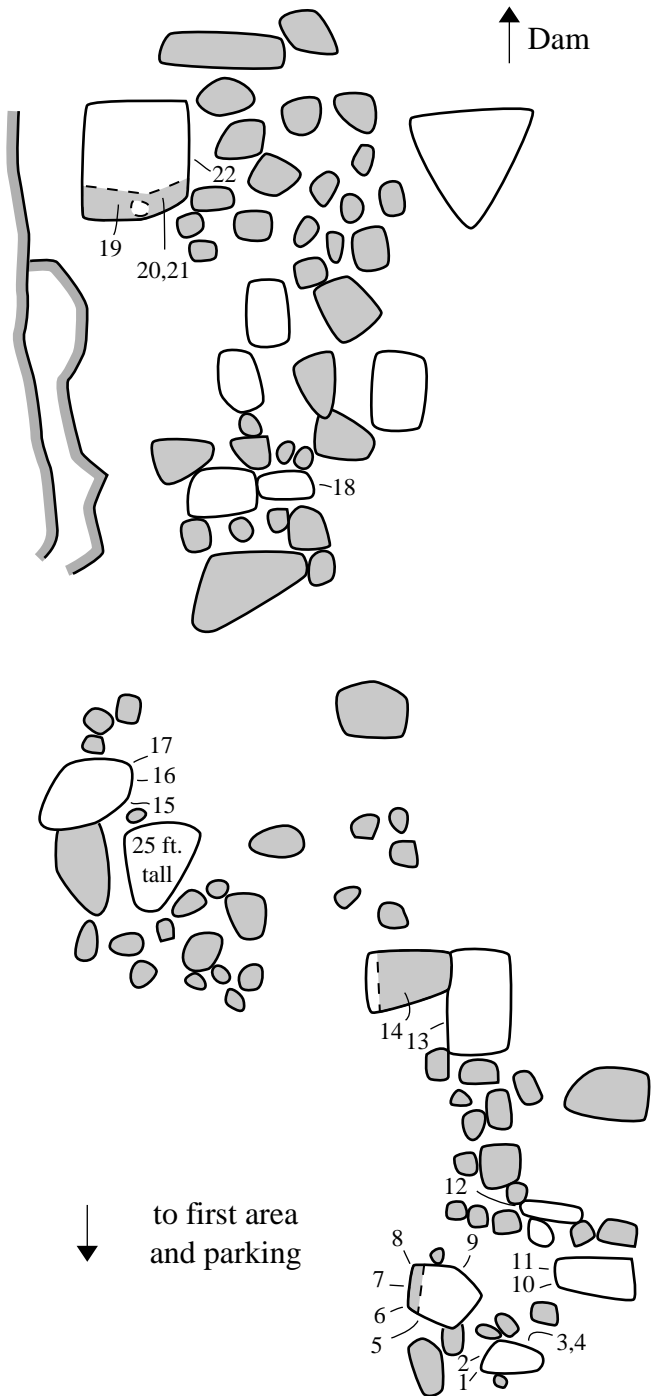
SDS - Variations in the center of the face.
- 14. Masterbeta** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ v5

Climb the arete by its left side.
- 15. American Ninja** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ v6

SDS - Start with 2 pockets, go left hand to jug then dyno to the top.
Variation (V5) - Get your right hand on the jug, left on the arete and throw to the top.
- 16. Slim Picken's** $\begin{matrix} \square & \square \\ \text{F} & \text{R} \end{matrix}$ v5

Start under roof of blunt arete.

Hawk's Nest (main area)



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r

R
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Hawk's Nest (main area)

1. **Right Breast Arete** F R
□ □ V6
SDS - Start with 2 low sidepulls and go right to a hard move on the slab.
2. **Left Breast Arete** F R
□ □ V3
Start with a big slopey pocket at eye-level, go to a short crack then up on the slab/arete.
3. **Iron Eagle** F R
□ □ V6
SDS - Mantle onto the slab.
4. **project** F R
□ □ V
SDS - Traverse the low lip from right to left then top out on the prow.
5. **Tribe of Two Sheiks** F R
□ □ V8
Start with crimps, go to oblong pocket with your left hand then climb the right face.
6. **White Eye Brow** F R
□ □ V6/8
Start with high crimps, go to an oblong pocket then long move to right-facing hold. V6 if you jump start to pocket. Possible sick hard SDS.
7. **project** F R
□ □ V?
Middle of the overhanging face. Start with left-facing crimps and go straight up.
8. **project** F R
□ □ V?
Start with good sidepulls and go to ramp.
9. **Egg Direct** F R
□ □ V1
Start with the sloper and go straight up on the right side of the tall boulder.
10. **Southern Exposure** F R
□ □ V6
SDS - Start right hand crimp/pinch, left hand edge. Climb the short arete.
11. **Diesel Power** F R
□ □ V7
SDS - Left hand undercling, right hand sloper. Go straight up to the small "corner".
12. **Puncture** F R
□ □ V2
SDS - Left hand low sidepull, right hand good edge and go up and right on the narrow face.
13. **C-Section** F R
□ □ V3
Climb the less-than-vertical face with small pockets.
14. **Beginner's Luck** F R
□ □ V4
SDS - Start in the roof and pull onto the face with the left-facing flake.
15. **Left Egg Problem** F R
□ □ V3
Start with 2 crimps, go to sidepull, jug then top.
16. **Parochial Verbiage** F R
□ □ V2
Start on low shelf, good sidepull, jug then top.
17. **Time of Death** F R
□ □ V6
SDS - Start on jug, go right hand to sidepull then straight up.
18. **Unknown** F R
□ □ V1
Mantle over the alcove. Much harder if you mantle left or if you add a sit start.
19. **Inconspicuous D-Hole** F R
□ □ V3
Start with a dynamite-hole and a high left hand then climb over the roof.
20. **Dripping on My Shirt** F R
□ □ V9
SDS - Start matched on a big edge then climb straight up in the overhang and over the lip. V6 if you traverse right.
21. **Split Brain Theory** F R
□ □ V6
SDS - Start as Dripping... but go right then up the face around the corner.
22. **Unknown** F R
□ □ V1
SDS - Start on the jug and dyno to the top.

