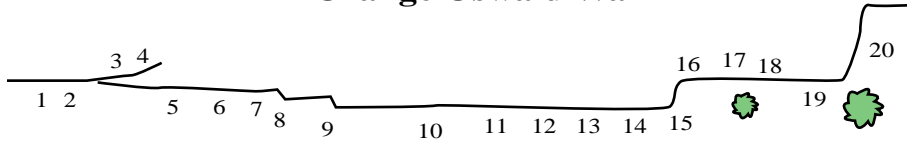


Orange Oswald Wall



- | | |
|---|---|
| <p>1. Fabulous Gruppies <input type="checkbox"/> <input type="checkbox"/> 5.9
Slab with many holds.</p> <p>2. Unnamed <input type="checkbox"/> <input type="checkbox"/> 5.6
Gear climb the crack in the dihedral.</p> <p>3. Hippie Dreams <input type="checkbox"/> <input type="checkbox"/> 5.7
Left of many small trees, climb right of the arete.</p> <p>4. Souled Out <input type="checkbox"/> <input type="checkbox"/> 5.9
Start right of the upper cliff and climb left of the arete.</p> <p>5. Unknown <input type="checkbox"/> <input type="checkbox"/> 5.
Start with edges and climb up to a big ledge, then up a small dihedral.</p> <p>6. Unknown <input type="checkbox"/> <input type="checkbox"/> 5.8
Start with a good left facing flake.</p> <p>7. Unknown <input type="checkbox"/> <input type="checkbox"/> 5.9
Start with the high holds, if you can reach them.</p> <p>8. Orange Oswald <input type="checkbox"/> <input type="checkbox"/> 5.10a
Start on the 1st corner with sidepulls and good edges.</p> <p>9. Just Say No <input type="checkbox"/> <input type="checkbox"/> 5.9
Gear climb the left facing flake.</p> <p>10. Strong Arming the... <input type="checkbox"/> <input type="checkbox"/> 5.10b
Start 15 feet right of a corner and three feet left of a really small corner.</p> | <p>11. No Bolts About It <input type="checkbox"/> <input type="checkbox"/> 5.10</p> <p>12. Baby Has A Bolt Gun <input type="checkbox"/> <input type="checkbox"/> 5.10c
Start under the sloppy holds 8 feet high.</p> <p>13. Bolts, Just Say No <input type="checkbox"/> <input type="checkbox"/> 5.10</p> <p>14. She Got The Bosch... <input type="checkbox"/> <input type="checkbox"/> 5.10a
Start with good holds 6 feet left of the corner.</p> <p>15. Moon Pie Deluxe <input type="checkbox"/> <input type="checkbox"/> 5.10c
Climb up the stairs, then the short face and the roof.</p> <p>16. Barfing Butterflies <input type="checkbox"/> <input type="checkbox"/> 5.11a
Six feet left of the crack.</p> <p>17. Unnamed <input type="checkbox"/> <input type="checkbox"/> 5.?
Gear climb the crack and up to the dihedral.</p> <p>18. Scoot Your Muffins <input type="checkbox"/> <input type="checkbox"/> 5.10b
Start right of a small tree and under the pink streak. Climb through the roof.</p> <p>19. Thou Shall Not Chum <input type="checkbox"/> <input type="checkbox"/> 5.11
Two feet left of the arete.</p> <p>20. Unnamed <input type="checkbox"/> <input type="checkbox"/> 5.11b
Start on the big ledge and climb the short, overhanging wall.</p> |
|---|---|



presents

sport climbing

in

Summersville

Lake

Summersville Lake, West Virginia



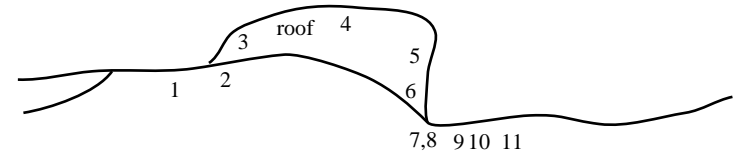
Although Summersville is not in the New River Gorge it is in most NRG guidebooks. The reason: it is as good if not better than his big brother and it is just 20 minutes away. Most of the climbs are between 5.10 and 5.12 with a few 13s including the classic Apollo Reed. The cliffs are next to the lake and it is always fun to go for a swim between the climbs.

How to get there: Coming South (from Fayetteville) take North on Road 19. The parking is on the right side, after the second bridge (Gauley River Bridge). If that parking is full, park at the boat launch (on the left side after the bridge). You can walk on the shore of the lake when the water level is low, but usually, it's better to walk up the hill and take the trail in the forest.

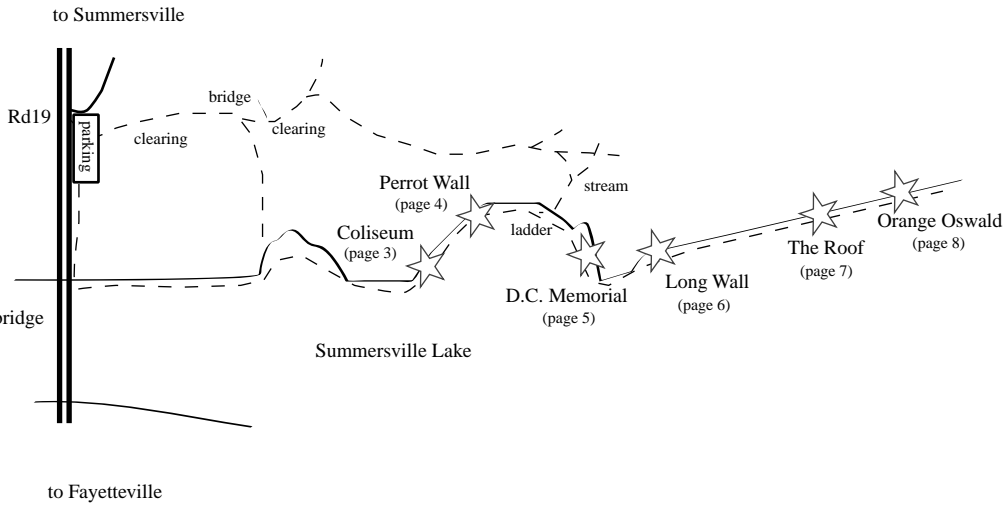
When: Although all year long you can expect rain, the best times to visit are Spring and Fall. The summer is hot, but Summersville is still climbable.

Sleep: There is a free camping up at the dam.

The Roof (Narcissus Cave)



- | | |
|--|--|
| <p>1. Smilin' Jack F R
Climb the crack. 5.11c</p> <p>2. Narcissus F R
Start with the crack in the dihedral and move left and up through many roofs. 5.12a</p> <p>3. Narcissus Direct Start F R
Directly under the 1st bolt, with small pockets. 5.12d</p> <p>4. project F R
Through the huge roof, with the corner-crack-system. 5.</p> <p>5. Long Dong F R
5.12d</p> <p>6. Deep Throat F R
5.13c</p> <p>7. Suicide Blonds F R
Start on Simple Minds but traverse left after the 1st bolt. 5.13a/b</p> <p>8. Simple Minds F R
Start on the beautiful arete, then move over to climb on the right face. 5.11b</p> | <p>9. Jeff's Bunny Hop F R
5.8</p> <p>10. Sniff the Drill F R
Start behind the middle tree. 5.8</p> <p>11. That Eight F R
Climb between the 3rd tree and the crack. 5.7</p> |
|--|--|



Long Wall



1. Under The Milky Way **5.11d**
Start on the right side of the arete and follow the bolts.

2. World At War **5.11d**
Start with an high undercling, to a big ledge and straight up.

3. Maximum Over Drive **5.11c**
Start 10 feet left of the dihedral.

4. Unknown **5.10d**
Gear climb the dihedral.

5. Unknown **5.**
Start with a left-facing flake and climb through a roof.

6. Unknown **5.**
Start right of the flake and climb through the roof.

7. No Way Jose **5.11b**
Start on top of the boulders and climb the arete.

Walk a little to the next climbs wich still need identification.

8. Unknown **5.**
Climb to a ledge then up a mini-buldge.

9. Unknown **5.**
Start 12 feet left of the corner and climb the slab.

Walk again until you see a wide roof never more than 5 feet high.

10. Unknown **5.**
Start 20 feet right of the corner.

11. Unknown **5.**
Start on the left of the low roof. Dirtsy.

12. Unknown **5.**
Start right of the stump.

13. Unknown **5.**
Start 12 feet left of the tree and climb the slab after the really low roof. Bouldery start.

14. Unknown **5.**
Start at the right end of the low roof. Climb up the seam.

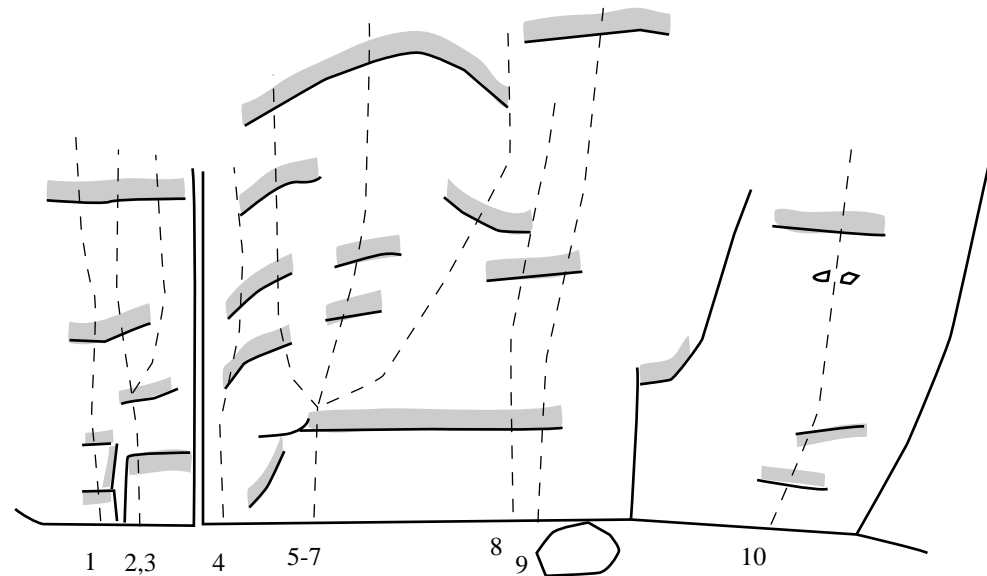
Walk to another low roof.

15. Hunda Scrunda **5.10b**
Start left of the low roof, climb up to a high first bolt then gear climb up and around the roof.

16. Satisfaction Guaranteed **5.11c**
Start with good incuts holds 6 feet high, at the lip of the roof, climb up the seam and up and left through a roof.

17. No Refund **5.10**
Start left of a "v" shaped offwidth.

Coliseum Wall



1. Reckless Abandon **5.12b**
The left route.

2. Surfer Rosa **5.12d**
Start left of the crack and go straight up.

3. Lobbying in the ... **5.12b**
Start left of the big crack and move right at the 2nd bolt.

4. Tobacco Road **5.12b**
The first route just right of the crack, climb through many small roofs.

5. Mercy Seat **5.13a/b**
Start as #6 but go left at 2nd bolt, then climb through the bulge and finish left of the big roof.

6. Apollo Reed **5.13a**
The classic. Go Straight through the steep stuff and through the big final roof.

6b. Metz Hill Parking **5.13c**
Start on Apollo, climb to the 5th bolt (don't clip it), traverses right to a bolt on #7, climbs up through one more bolt and a crux to a rail, traverse 10' to the right to finish on the last 3 bolts of B.C.

6c. The Kill Whitey Traverse **5.13a**
Start on Apollo, climb to the 5th bolt (don't clip it), traverses right all the way to B.C., climb 3 bolts (only clip the third) to the rail below the crux of B.C. and traverse 15 feet to finish on the Pod.

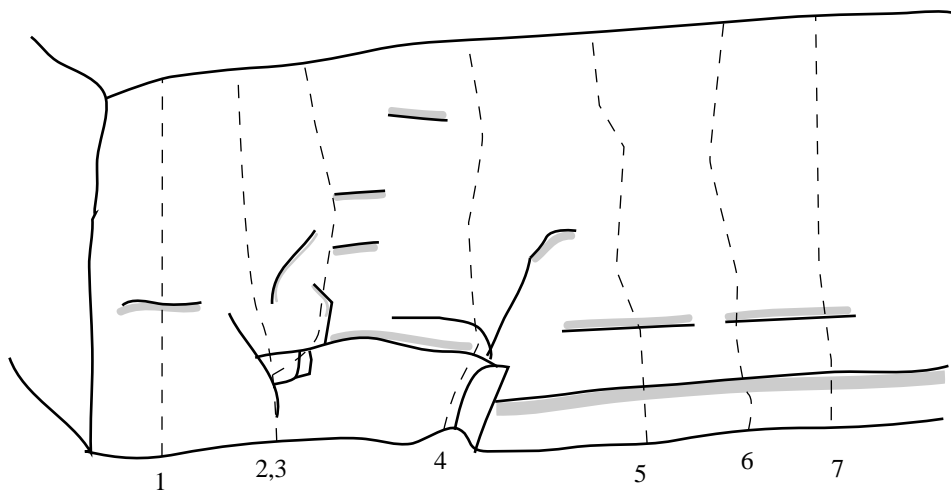
7. project **5.**
Start as #6 but traverse right, then climb straight up to the upper dihedral.

8. B.C. **5.13b**
This route finishes before the last roof.

9. Pod **5.13a/b**
Start on the small rock. There is a 3 bolt extension (project).

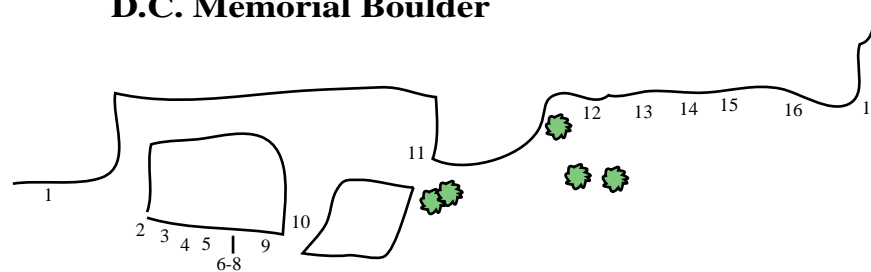
10. Still Life **5.13d**
Short and overhanging, on the right wall. Ahold has broken at the start of the crux.

Perrot Wall



1. **Do It** F R 5.11a
Start with the big step and straight up.
2. **Unknown** F R 5.10a
Start with the big flake and follow it up and left and finish on pockets.
3. **Talk About It** F R 5.10b
Start with the flake but go right and up to two ledges.
4. **Unknown** F R 5.10c
Start in the corner and climb up with pockets.
5. **All Ears** F R 5.10b
Start on the left of the big ledge.
6. **How 'bout 'em Apples** F R 5.10d
Start with the wide slot and the ledge and climb through cool huecos.
7. **The Deficit** F R 5.10d
Start on the right, before the ledge gets really big and climb straight up.

D.C. Memorial Boulder



1. **Power Outage** F R 5.12c
Start under the hole and climb straight through two roofs.
2. **Angle Of Attack** F R 5.12c
The right side of the steep arete on the left of the boulder.
3. **All The Way Baby** F R 5.12b
A short bouldery climb that doesn't make it to the top.
4. **project** F R 5.
Just one bolt.
5. **Skinny legs** F R 5.13b/c
Start under the cool looking pinch.
6. **project** F R 5.
Start on the corner and follow it up and left.
7. **Vaseline Vision** F R 5.12a/b
Start with the flake in the dihedral, traverse right one foot and then straight up.
8. **Delayed Stress Syndrome** F R 5.11a
Start on the biflake and traverse right to another flake. Follow that flake to the top.
9. **The year of the psycho...** F R 5.11b
Start with good holds under a slopey ledge, then follow the flake left of the arete.
10. **Psycho Babble** F R 5.12a
Climb right of the arete.
11. **Ingrate** F R 5.9
Description
12. **Chewy** F R 5.10b
Five feet right of the arete.
13. **Personal Pronoun** F R 5.9
Start at the small corner.
14. **Jesus is my licence plate** F R 5.10d
Start with edges and to a little left facing flake.
15. **For What?** F R 5.10b
Start with the flake.
16. **Six Dollars** F R 5.11d
Traverse right to the 1st bolt.
17. **Under The Milky Way** F R 5.11d
Start on the right side of the arete and follow the bolts.