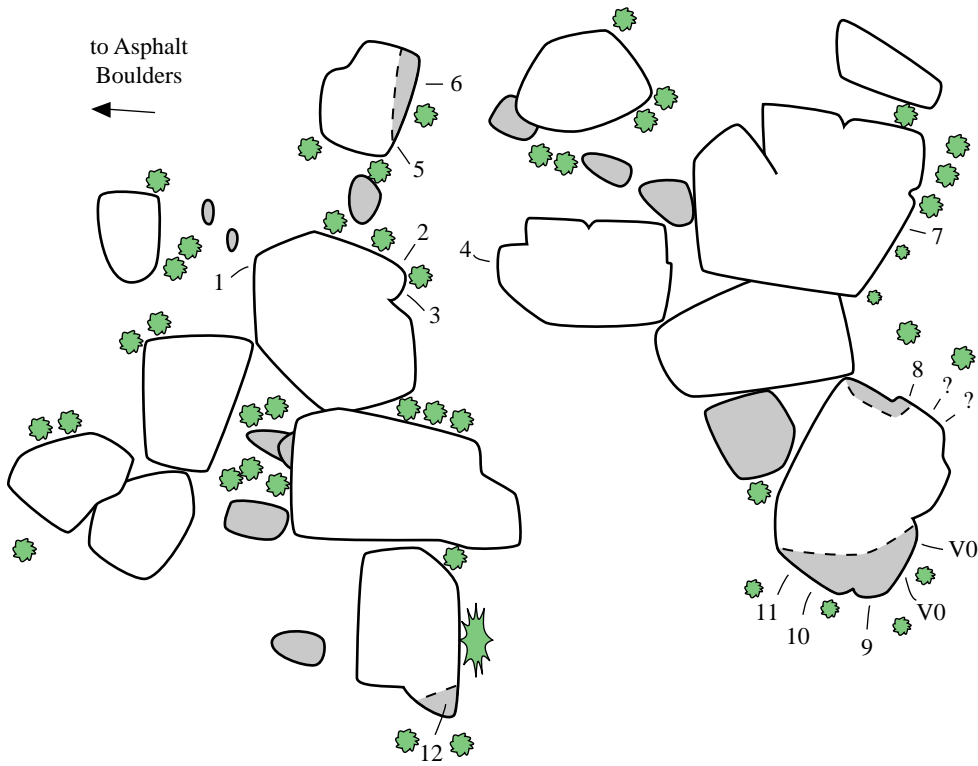


Back Street Boulders

If you can find Asphalt Boulders, you shouldn't have trouble finding those. Simply walk down the slope for 50 yards and you're there.



presents

an introduction to the

bouldering

of

Rocktown

Southern Sandstone at its best...

1. **Jolly Jumper** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v2
SDS - Start with a right-facing sloper and go straight up the face to a small dyno.
2. **Anti-Scoop** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v3
SDS - Start between 2 trees and go straight through the bulge.
3. **Unknown** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v
SDS - Start on low edges and climb up to the groove.
4. **The Scoop** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v3
Climb straight in the middle of the scooped face without using any aretes.
5. **Mr. McSween** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v7
Start with high right-facing crimps and make a big move to a good shelf. The SDS is still a project.
6. **Chocktow Sundial** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v8
SDS - Start really low with a pocket and a pinch, climb the tall overhanging face without the arete and top it out.

7. **Dead End** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v4
SDS - Start with low left-facing flake. 2 bad holds to jugs.
8. **Unknown** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v3
Start in the horizontal crack and go straight through the small roof. Easier if you're tall.
9. **Unknown** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v
SDS - Start with 2 low slopers, go to a jug then a sidepull, then up and right.
10. **Full Circle** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v4
SDS - Start really low and climb straight up, 4 feet left of the tree.
11. **Diamond in the Rough** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v5
aka The Hobbit
SDS - Start really low and climb straight up, 12 feet left of the tree.
12. **Up the Hill** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v2
SDS - Climb the overhang with good holds and top out left of the tree. Variation (V4): Climb by the left, avoiding the jugs.

Rocktown, Georgia

Although it is impossible to get a consensus on which bouldering area in the Southeast is the best, nobody will argue that Rocktown kicks ass. Its sandstone is bomber and offers an incredible variety of features, from steep hueco roof to insane slopy mantle. The boulders are spread in small clusters and even if the parking lot is packed, you can always find solitude.

In the last years, a lot of climbers went through Rocktown, establishing new problems that no one knew about. There was nobody to keep track of the development, so nobody knows who put up what and how first ascenders named their problems (if they did so). Therefore, you will see quite a few unknown problems. If you happen to know some information not listed in this guide, email us and we'll edit the guide. In a few cases, we even made up names for some easy problems that we thought deserved recognition.

How to get there

From Atlanta
Take I-75 north
Take the exit 320 for HWY 136 (Resaca/Lafayette).
Follow HWY 136 all the way to La Fayette (25 miles). You will have to make a few turns, so stay alert.
Once in La Fayette, go left then right to HWY 193 north.
After 2.7 miles, you will see Uncle Jed's Store, make a left on Chamberlain Rd.
After 3.3 miles, make a right on Rocky Ln and Crockford-Pigeon Wildlife Area.
Drive through switchback up the mountain and after about 5 miles, make a right at an obvious fork where the dirt road begin.
Drive another 1.3 miles then make a left on Rocktown Rd.
Park at the end of this short road.

From Chattanooga
Drive south on HWY 27 and after La Fayette's Wal-Mart, go straight to 27 BUS. Drive into La Fayette then make a right on HWY 193 North. Follow the direction above.

Please drive slowly up the road. This is the main issue with rangers.

When: From late Fall to early Spring. Although it can get pretty cold, you can climb almost every day in the winter.

Sleep: Free camping on small spots along the dirt road. Camping is no longer allowed in the parking. Motels in La Fayette.

Eat: All the fast food and usual stuff in La Fayette. No water up at Rocktown.
Be sure to check out Uncle Jed's Store. He makes good sandwich and has a big selection of glass pipes.

Thanks to Luis Rodriguez, Cooper Roberts, Tim Hinck, Sean and other locals for the betas.

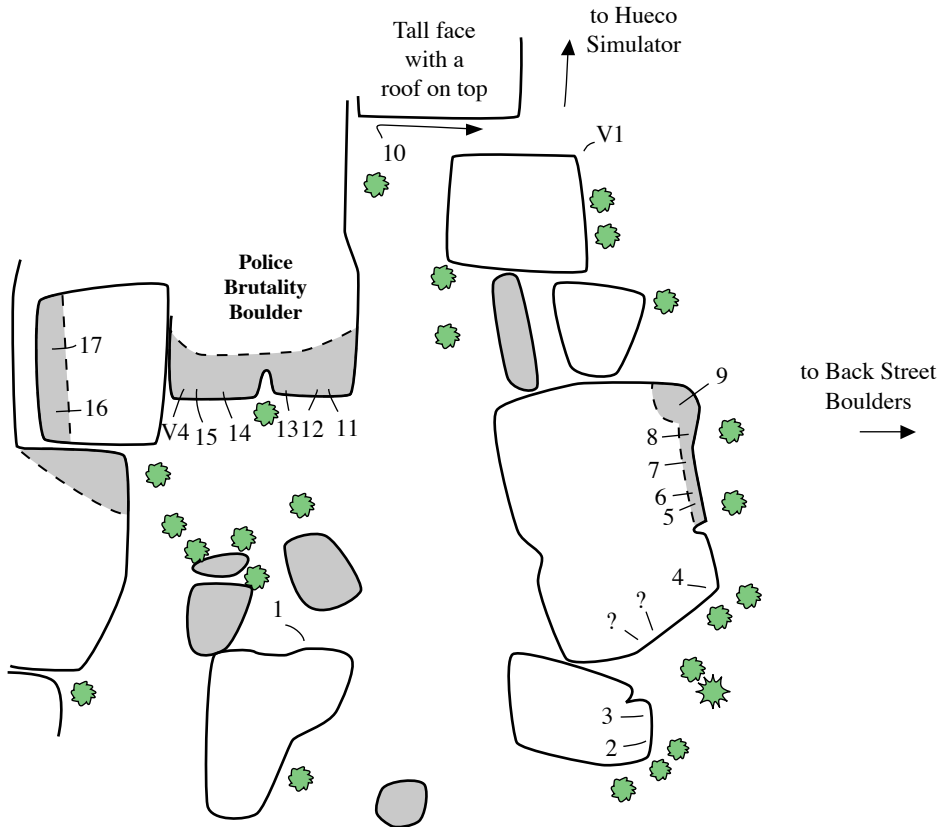


Asphalt Boulders

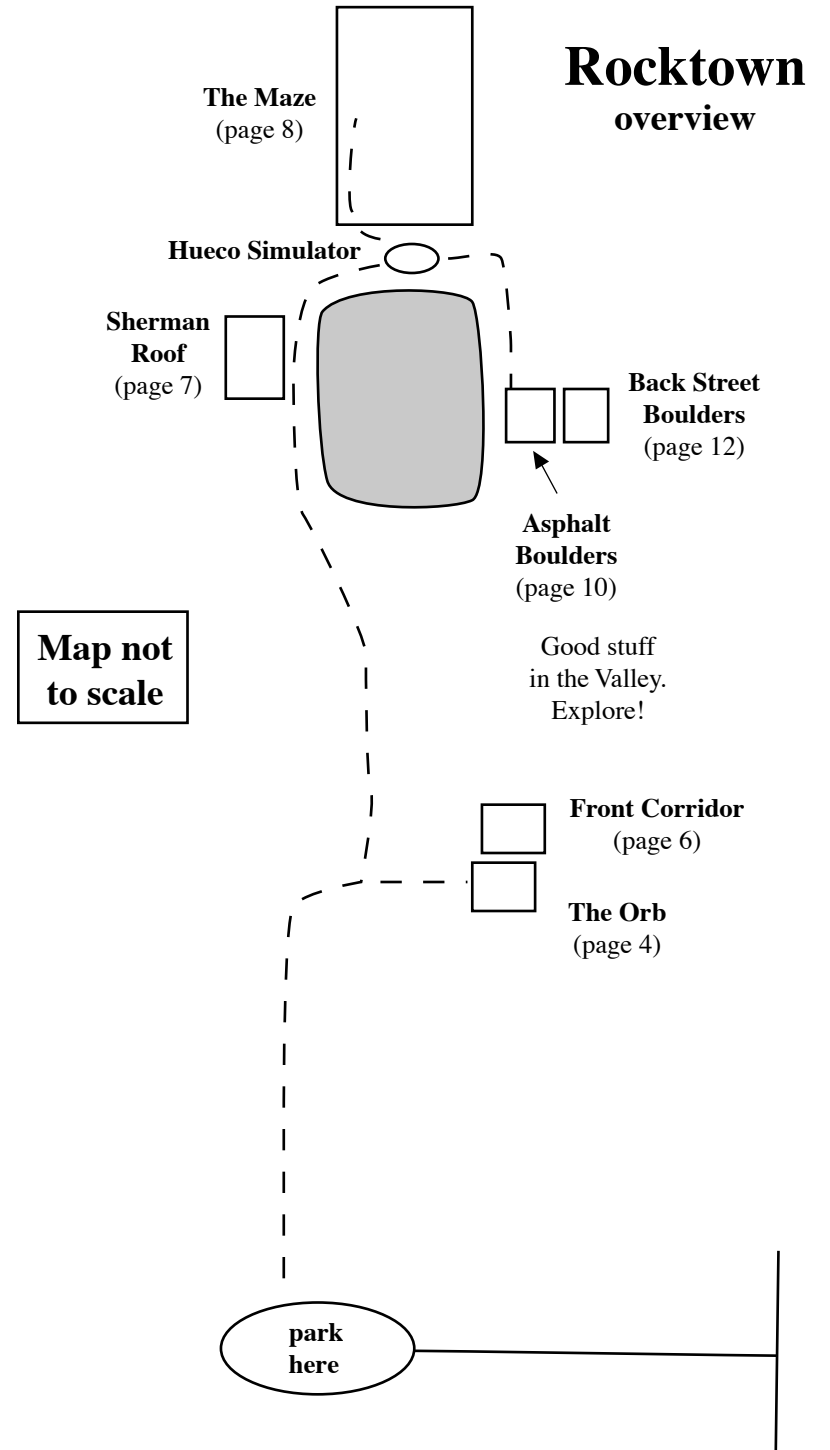
- 1. Mr. Stiffy** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v5
Start on 2 edges and throw to a dish. The jugs out left and the wall to the right are off.
- 2. Left El Bano** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v2
SDS - Good holds, just right of the tree.
- 3. Right El Bano** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v3
SDS - Good holds up to a big water groove.
- 4. Triple Eyes** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v1
SDS - Start on sidepulls, go to 3 pockets then straight up.
- 5. Unknown** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v0
SDS - Start on right-facing jug and go straight up.
- 6. Sinus** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v3
SDS - Start with a sidepull and a pinch and go up and left on cool slopers.
- 7. Pulling Tubes** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v6
SDS - Climb straight up on slopey edges.
- 8. Asphalt
aka Pythagorean Theorem** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v5
SDS - Start on an undercling. Good holds to a harder finish.
- 9. The Tooth Problem** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v6
SDS - Left hand "finger-lock" with a tooth-shaped hold. Go straight to the biggest part of the overhang then right after pulling the roof.
- 9b. Paparazzi** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v8/9
SDS - Climb The Tooth Problem but go straight over the roof to a long pull to a groove with your left hand.
- 10. Unknown** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ med
Traverse at the base of the tall face with a roof on top.
- 11. Unknown** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v2
SDS - Start on 2 low edges and climb up and right to the arete.
- 11b. Police Brutality** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v4
SDS - Start in #11 and traverse left to finish in The Triple Slaps.
- 12. Drug Test Policy** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v6
SDS - Start as #11 but go up and left, then up to a right-facing sidepull and a jug.
- 13. Unknown** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v2
SDS - Start on a big left-facing flake and climb on cool features to finish on big jugs.
- 14. The Police School** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v2
SDS - Start on 2 good sidepulls and go slightly left to perfect pinches then up.
- 15. The Triple Slaps** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v3
SDS - Start on the big undercling and get 2 big huecos as sidepulls then straight up.
- 16. Unknown** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v4
Right-facing holds to a big jug.
- 17. Unknown** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v4
SDS - Start low and climb up and right on big flake.

Asphalt Boulders

From the Hueco Simulator, go on the outside of the main cluster and walk back, having the mountain to your right.

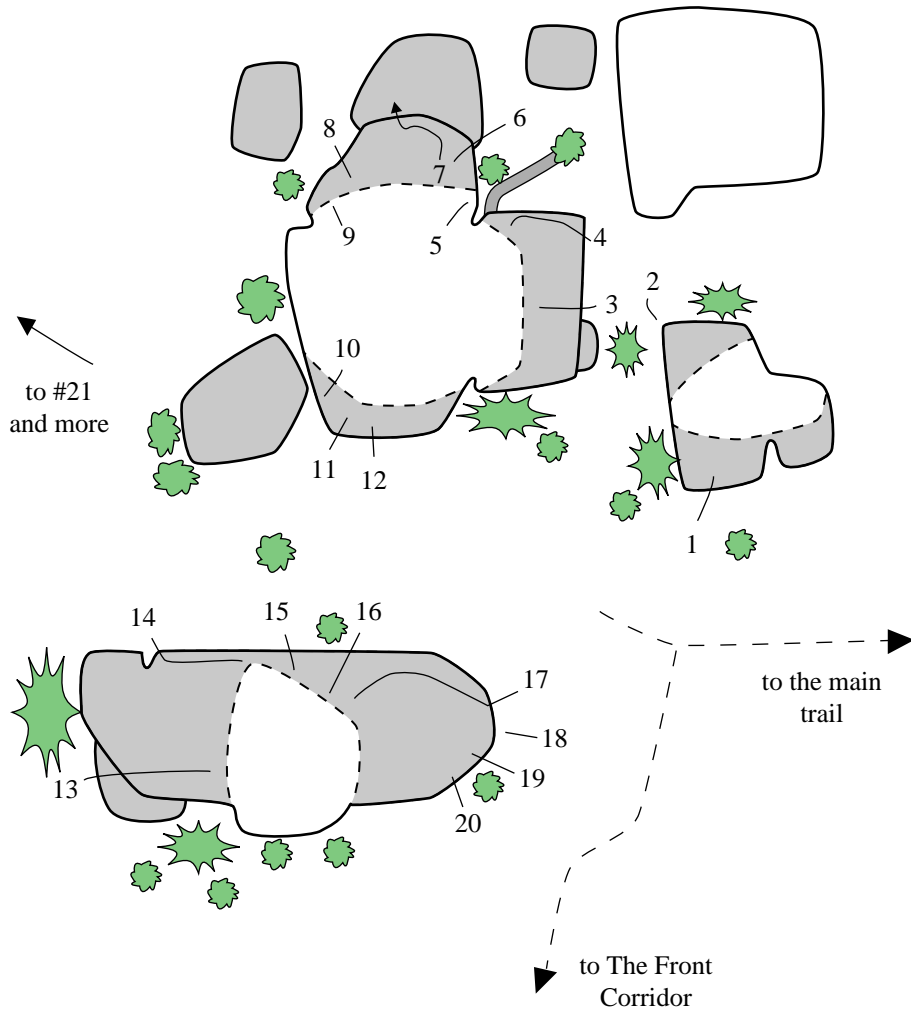


Rocktown overview



The Orb

The first area from the parking lot and one of the easiest to find. When the main trail makes a 90° turn left, go right to obvious boulders. The first boulder is a big roof with not many holds but stil a few problems. The Orb is just behind and has a good concentration of problems.



B. The Dugout

Take the trail on the other side of the clearing. Go down the slope and it will be on your left. A wide, short wall topped by a small roof. From left to right.

1. **Easy Dugout** F R
□□ V2
Good holds, going left of the roof and right of a small tree. Top it out or escape with the tree if you don't have the balls...
2. **Splash Back** □□ V6
Start in a right-facing corner/ramp. Go to a sidepull in the roof, up to good holds and top out right.
3. **Tunnel Vision** □□ V6
Start with honeycomb-like features. Go to a slot underneath the roof then to a hold at the lip. Top out right.
4. **Roughin The Rottweiler** □□ V8
Start right hand with a pinch and bad feet. Go to a hold underneath the roof, then to the lip. Top out left.
5. **The Dugout Traverse** □□ V10
Traverse from right to left with the horizontal seam under the roof.

C. The Comet

Going down from Hueco Simulator, it will be on your left. Slightly overhanging face about 10 feet tall. Featured with iron scars. From left to right.

1. **Comet Arete** □□ V1
SDS - Start on a jug and climb the arete by its right side.
2. **The Comet** □□ V7
SDS - Climb the face just right of the arete (which is off) and then dyno!
3. **The Standard** □□ V3
SDS - Start on the big jug and go slightly left to the lower top.
4. **Standard's Variation** □□ V5
SDS - Start left of The Standard but go up and right, crossing the Standard to finish on the upper top.
4. **Standard's Traverse** □□ V5
SDS - Start as the Variation but traverse up and right.

D. ?

Short 45° wall on your right. From right to left.

1. **Unknown** □□ V2
Start on a jug and climb straight up, just left of the arete.
2. **Unknown** □□ V2
Start as #1 but traverse left for 6 feet then climb up.
3. **The Helicopter** □□ V6
Start left hand with a knob and right hand sidepull. Go right hand to an edge then straight up. Bad feet. Also a SDS from the left (V10?).
4. **Unknown** □□ V1
Start with jugs, just right of a big crack. Go straight up.

E. Inspired by an Idiot

Long roof to your left. Many variations. The one straight through the middle is V6ish.

F. Cookbook Area

After a narrow, angled corridor, you will see Spice on your left, in a roof, over a ledge. Sketchy landings.

1. **Salt** □□ V5
Start under the small roof, go to a small slot left hand then straight up to finish on jugs.
2. **Pepper** □□ V5
Start with the horizontal crack, go right hand on a bad edge then go up and left to jugs.
3. **Sugar** □□ V7
Start as Spice but go left to pinch at the lip.
4. **Spice** □□ V5
Start on a jug, go to a slopy ramp then traverse right to a good edge then up over the lip.

G. Reverse Traverse V3

Low cave with a problem that starts really deep on the right. Follow good holds in the horizontal crack.

H. Croc Boulder

Walk down the hill. The climbable side is hidden. The main wall is an overhanging face. 15 feet tall. From right to left.

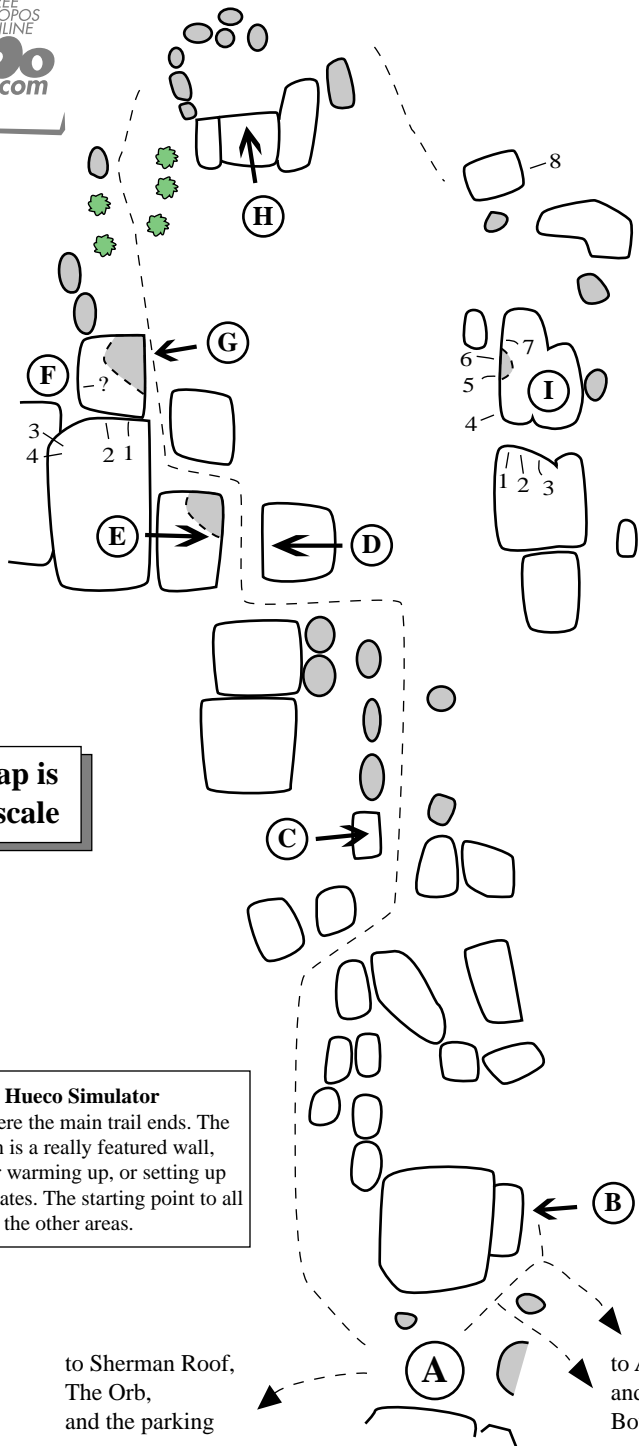
1. **The Coroner** □□ V3
SDS - Jugs to an undercling, then straight up the shorter face.
2. **Leatherback** □□ V4
Climb the right side of the taller face.
3. **Croc Bloc** □□ V5
Climb the middle of the tall face to a hard move to a gaston. Also a V7 SDS into it by the right.
4. **Unknown** □□ V2
Climb the left side of the main wall, just right of a tree.
5. **Unknown** □□ V3
SDS - 2 problems on the short bulge, left of the main wall.

I. Lab Rats

1. **Unknown** □□ V?
SDS - Start pinch and ramp. Go straight up on slopers and sidepulls. Jump off from jug.
2. **Touching Cotton** □□ V4
SDS - Start on low jug, go to 2 crimps then up and right on good holds. Jump from jug.
3. **Unknown** □□ V?
SDS - Start on low jug, long move to 2 crimps, go right hand gaston then left hand sloper. Jump off.
4. **Slaper** □□ V6
SDS - Start with 2 low jugs then bear hug the rounded arete with slopy sidepulls. Throw to horizontal break then jump off.
5. **Unknown** □□ V?
SDS - Start with jugs in the right of a small cave, go to left-facing jug then over the lip.
6. **Unknown** □□ V?
SDS - Start with bad holds in the left of a small cave, go right hand undercling/sidepull then go straight up.
7. **Skin Graph** □□ V6
SDS - Start with bad crimps left of the small cave and go slightly right to better holds.
8. **Lab Rats** □□ V6
SDS - Start left hand really low, right hand good hold, cross over to a sidepull then climb on rad slopers up to a sharp crimp. Variation: Bionic Rats (V8) match on the big sloper and go right.



The Maze



This map is not to scale

A. Hueco Simulator
 This is where the main trail ends. The attraction is a really featured wall, perfect for warming up, or setting up some eliminates. The starting point to all the other areas.

to Sherman Roof, The Orb, and the parking

to Asphalt and Back Street Boulders

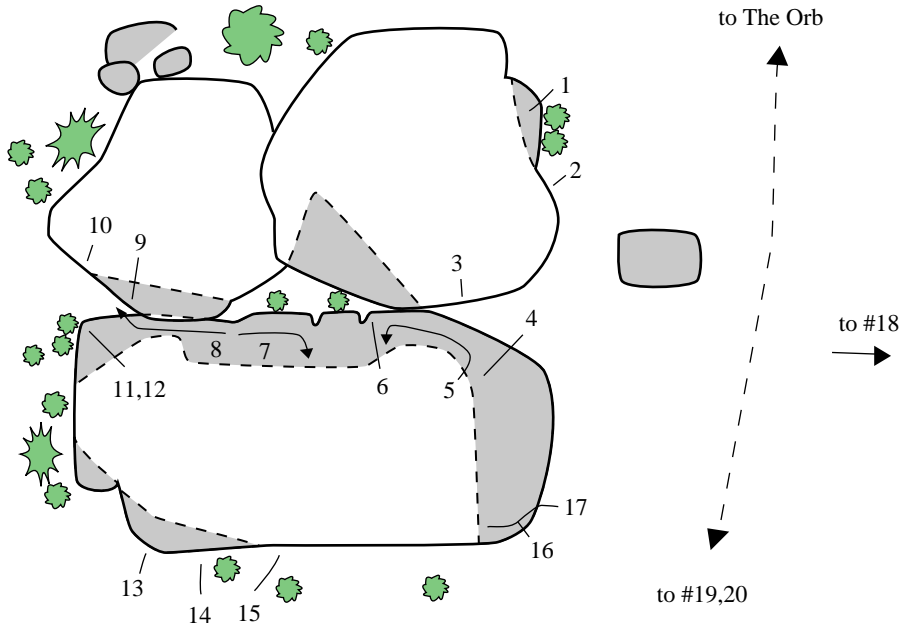
The Orb

1. **Unknown** F R
□ □ v0
 SDS - Follow the good jugs.
2. **Unknown** F R
□ □ v1
 SDS - Good holds to smaller ones on the short arete. Top out right or left.
3. **Unknown** F R
□ □ v3
 SDS - Start on jugs. Make long moves in the steep roof.
- 3b. **Unknown** F R
□ □ v6
 SDS - Start as #3, but traverse right to finish as #4.
4. **Soap on a Rope** F R
□ □ v4
 SDS - Climb the roof left of the leaning tree then traverse left on the lip to mantle.
5. **Unknown** F R
□ □
 SDS - Climb the bulge left of the stack of trees.
6. **Unknown** F R
□ □
 SDS - Climb the bulge right of the stack of trees.
7. **Grand Theft Auto** F R
□ □ v7
 SDS - Start as #6 and go out jugs to big crimer move at lip.
8. **Breaking and Entering** F R
□ □ v5
 Start on jugs and go straight to right-facing flakes then top out.
9. **Unknown** F R
□ □ v4
 From good holds, make a long move to a pocket.
10. **Unknown** F R
□ □ v1
 SDS - Climb the bulge over the small flat boulder.
11. **Unknown** F R
□ □ v1
 Climb over the bulge, left of the apex of the roof.
12. **Kurk the Roach** F R
□ □ v1
 Climb over the bulge, right of the apex of the roof.
13. **African Death Bed** F R
□ □ v1
 Climb the roof with good but scary-looking flakes.
14. **Double Trouble** F R
□ □ v4/5
 Start on the jug and traverse right at the lip and top out in the groove or keep traversing to top out around the corner (v5).
15. **Unknown** F R
□ □ v4
 Go straight over the bulge, right of the small tree.
16. **Unknown** F R
□ □ v1
 SDS - Climb up and left over the bulge, left of the small tree.
17. **The Orb** F R
□ □ v8
 SDS - Start on low jugs and climb through the right of the roof, finishing with cool slopers.
18. **The Impaler** F R
□ □ v5
 Jump start onto a crimp and a sloper.
19. **Picasso** F R
□ □ v6
 Start on a jug, go to another one then to a mantle.
20. **Unknown** F R
□ □ v2
 Another mantle, left of the tree.

 Walk to another cluster of boulders with a few problems. Burst of Joy is on the right side of the second boulder.
21. **Burst of Joy** F R
□ □ v9
 SDS - Start with a seam in a steep left-facing corner, go right then up on the face.

The Front Corridor

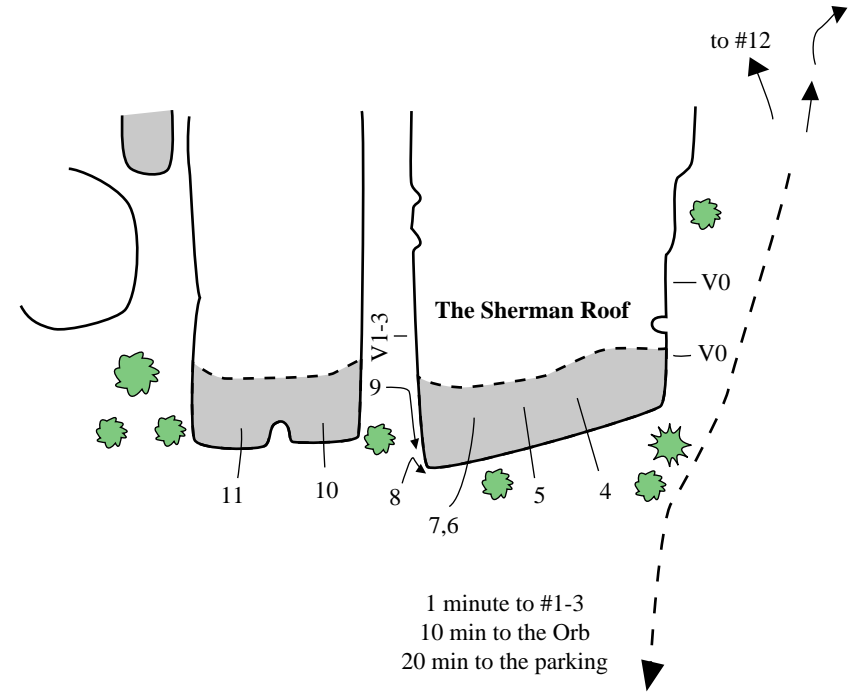
Just down from The Orb, those huge boulders would be impossible to miss.



- 1. Toilet Seat** F R
□ □ v1
Start left hand low jug, right hand edge. Climb the face finished by a small roof.
- 2. Unknown** F R
□ □ v
SDS - Climb the face right of the crack.
- 3. Unknown** F R
□ □ v2
SDS - Start on a shelf and climb the bulge with a nice pinch.
- 4. Turbulence** F R
□ □ v6
Start on two crimps at the lip and campus.
- 5. Unknown** F R
□ □ v3
SDS - Climb the crack of the ramp and top out carefully with the other boulder behind you.
- 6. The Womb** F R
□ □ v10
SDS - Start way low and left and go up and right to top out with a water groove.
- 7. Unknown** F R
□ □ v5
Start on a jug and traverse left under the tree then top out with the crack.
- 8. Unknown** F R
□ □ v5
Start on a jug and traverse right to top out right of where the boulders meet.
- 9. Digital Scales** F R
□ □ v9
Start in the horizontal crack, make a long move to a gaston and go straight up, left of where the boulders meet.
- 10. Island of Beautiful Women** F R
□ □ v3/4
Start on jugs and go straight in the tall face or get into it by a long traverse by the right.
- 11. The Vagina** F R
□ □ v8
SDS - Start low with an undercling. Go up and left in the overhang then straight in the bulge.
- 12. Speculum** F R
□ □ v9
SDS - Start as the Vagina but go left to shallow pockets.
- 13. Unknown** F R
□ □ v
SDS - Big jugs to a tall face.
- 14. Torque Invertor** F R
□ □ v3
Long move from flake to gaston then go slightly left.
- 15. Pasty Face Weirdo** F R
□ □ v4
SDS - Climb up the nice white face.
- 16. Turkish Resin** F R
□ □ v6
SDS - Start low under the roof and traverse right on the lip to top out left of the arete.
- 17. Unknown** F R
□ □ v
SDS - Start as Turkish but keep traversing right to top out on the right face.
- 18. The Locker** F R
□ □ v2
Start with the big undercling and go straight up in the short face.
Walk down the slope and you'll get to a big boulder with an obvious hand crack. Walk around by the right and #15,16 will be on the back side, at the end of a corridor to your left.
- 19. Gritstone Arete** F R
□ □ v2
Climb the arete facing Campus Punk Slab.
- 20. Campus Punks Slab** F R
□ □ v6
Start left hand in a small 2 finger pocket and climb the less-than-vertical face featured with horizontal seams and slots.

Sherman Roof

to the Hueco Simulator



From the Orb, go back on the main trail and walk for about 10 minutes. After a high roof with no problems, you will see a low roof on your left with 2 obvious problems (the 3rd is a link-up).

- 1. Nitrous Oxide** F R
□ □ v9
SDS - Start left hand undercling, right hand sidepull and climb the left line.
- 2. Casually** F R
□ □ v1
SDS - Start with a jug and climb the right line with good holds.
- 3. Unknown** F R
□ □ v5
SDS - Start as #1 but traverse low to climb #2.
- 4. Sherman Photo Roof** F R
□ □ v7
SDS - Start on a jug, go to bad holds, then sidepulls then go right to a groove.
- 5. Nose Candy** F R
□ □ v6
SDS - Start on a jug, climb the roof with positive holds then long move to a jug at the lip.
- 6. Brown Hole** F R
□ □ v8
SDS - Start right hand in a good, low pocket and go straight. Top out right.
- 7. Sherman Roof Traverse** F R
□ □ v9
SDS - Start as Brown Hole but traverse right with your hands about 4 feet under the lip and top out as Sherman Photo...
- 8. Unknown** F R
□ □ v5
Start with holds at the lip under the big pinch of The Yoga Move and move right then up on the rounded arete.
- 9. The Yoga Move** F R
□ □ v3
Traverse right on sharp flakes and go up the face with a nice iron pinch.
- 10. 20 Feet of Fun** F R
□ □ v1R
Start with a jug and climb the arete by its left side. Scary at the end but a good problem.
- 11. 20 Feet of Madness** F R
□ □ v1R
Start on jugs and climb the tall face to top out in the big groove. Classic highball!
- 12. New Sheriff in Town** F R
□ □ v5
Walk 20 yards to a big roof overhanging the trail.
SDS - Start on jugs, climb the right side of the roof then traverse left on the lip to top out in the groove.

1 minute to #1-3
10 min to the Orb
20 min to the parking