



presen ts

bouldering

at

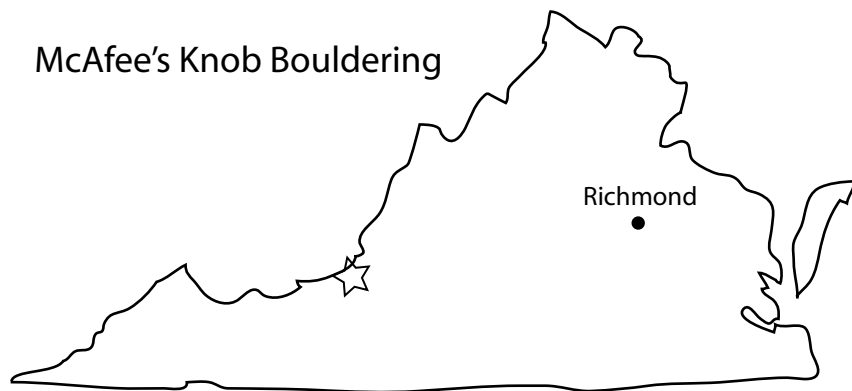
McAfee's Knob

Virginia

by Jay Shultis

Special T hanks to:
Scott Dahl
K evin Quaderer
T ruc Nguyen-Allen

McAfee's Knob Bouldering



Directions

I-81: From the S take exit 140 to 311 N.
 From the N take exit 141 to 419 N, then turn R on 311 N.
 Take 311 N to the top of the hill (7 mi.) park in large dirt lot on L.

Blacksburg: From Main st. turn on Roanoke st. past cemetery till it becomes Harding Ave, which will then become Catawba Rd. In Catawba take a R on 311 S to the top of the hill, Park in dirt lot on R.

Season: McAfee's is climbable year round. In the dead of winter the hike may be a bit snowy. In this case stick to the fire road boulders. Rain makes the rock friable. Flakes and small holds become weak, please do not climb here if it has recently rained.

Food: Do not drink any water you find in this area, it is known to have Giardia and other things that will cause issues.

Breakfast/lunch: The Catawba Valley General Store is a great option. They make great sandwiches with fresh meat and produce for a good price. They also load on the meat pretty good.

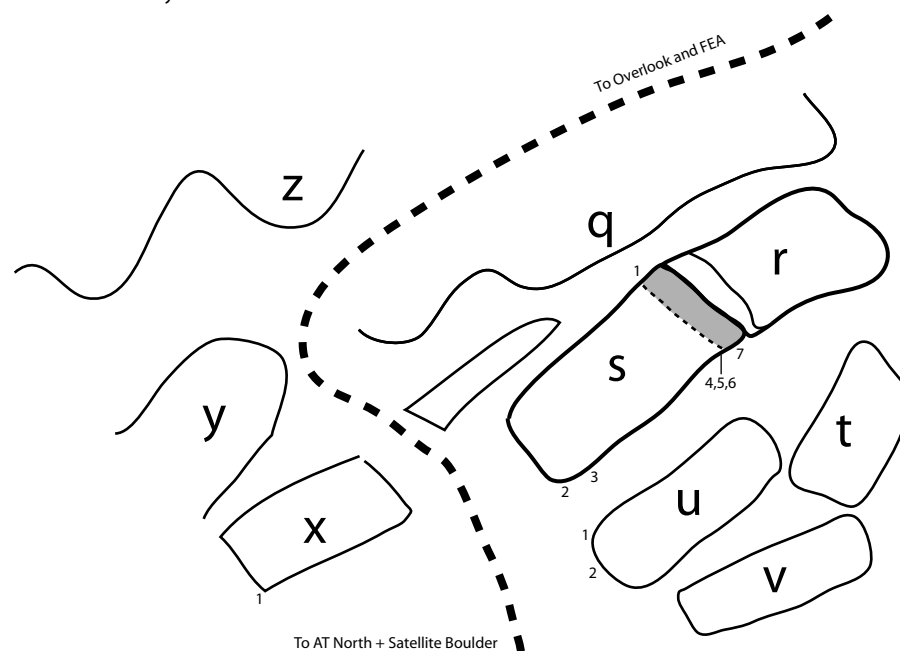
Dinner: The Homeplace restaurant is located 2 miles from the trail head on the left just past the General Store. The Homeplace is a \$13 a plate all you can eat homestyle restaurant. Climb hard, stomach the long wait for a table and stuff your face with amazing food. (be sure to ask for the apple butter!!!)

Sleep: Camping is allowed anywhere on the AT; EXCEPT on the knob itself. There is a shelter on each side of the knob on the AT. There are two bed and breakfasts in Catawba and Hotels in Salem.

Emergency: Diall 911. There is a Hospital in Catawba.

Devil's Kitchen

The Kitchen has been developed for a long time. Concentration is good, and well worth the stop. The hole between the boulders is a great find for all. The holds tend to be smoother and much nicer on the skin. A good place to go to find shade. Watch out for broken glass and fire rings. The novelty of the cave seems to attract a lot of dirty campers. Bugs at times are horrible. All in all it is worth the trip simply to pull off super-man style dynos. The traverse is very pumpy, but very fluid, not to be missed. From the fire road walk up the powerline to the satellite boulder then hike up in the woods till you get to the cluster of boulders. If coming from FEA walk across the tops of the rocks in the maze till they end. From the overlook walk down the AT till it drops back in the boulders, look for it on your left.



s,r. Devil's Kitchen

- s1. Devil's Kitchen Traverse $\begin{matrix} F & R \\ \square & \square \end{matrix} V5$ **
 SS in the back of the cave, traverse the crack in the top of the cave, finish doing any one of the Deed variations.
- s2. Jugstaposition $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
 SS Climb jugs and ledges up R of the arete.
- s3. Corner Crack $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
 SS climb the obvious neat corner.
- s4. Deed Static $\begin{matrix} F & R \\ \square & \square \end{matrix} V2$
 SS on the outside of the arete with hand on jugs 6' up. Climb face just above arete, straight up.
- s5. The Deed $\begin{matrix} F & R \\ \square & \square \end{matrix} V3$ ***
 SS as (s4) dyno to jug up and R on the face above the cave. Super smooth!

- s6. Deed Sit $\begin{matrix} F & R \\ \square & \square \end{matrix} V4$ *
 SDS on huge flat jug at bottom of arete, long move/dyno to start of the deed, finish on any of the Deed variations.
- s7. Deed Direct $\begin{matrix} F & R \\ \square & \square \end{matrix} V5$ *
 SS in huge slot at the center of the lip of the cave. Get a L foot on the start of the deed, and make a huge move to the Deed hold.

u. Reagan Boulder

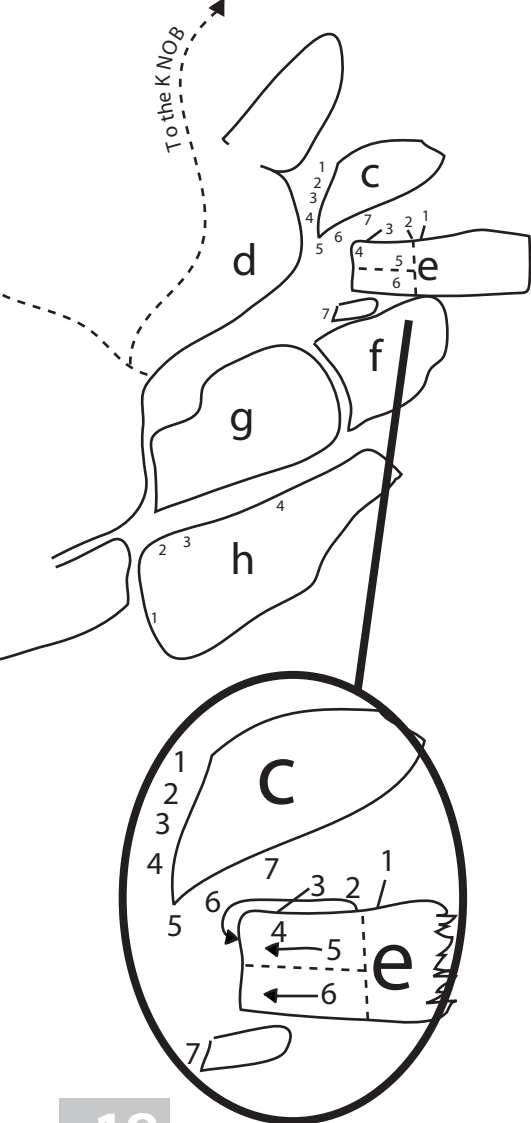
- u1. Reagan's Nose $\begin{matrix} F & R \\ \square & \square \end{matrix} V2$ **
 SDS climb the arete, look for a feature 10' up that looks like a face with a bulbous nose.
- u2. Reagan's Ass $\begin{matrix} F & R \\ \square & \square \end{matrix} V4$ **
 SS Climb face directly to the R of Reagan's nose. Cool slopy topout.

x. Orange Wall

- x1. Unknown $\begin{matrix} F & R \\ \square & \square \end{matrix} V1$
 SDS climb orange arete.

FINITE ELEMENT ANALYSIS BOULDERS

The FEA Area has two long established problems (FEA and the Ships Prow) as well as handful of newer quality lines. One problem is the knobs newest testpiece, established by Austin Manning. This area is tougher to find, but well worth it. The easiest approach is to hike up the trail then hike around the front of the knob till you run into these boulders. You will have to climb down into the maze to find the problems.



c. The Mayflower

- c1. **The Downclimb** $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
SS Climb up the downclimb.
- c2. **Cabin Fever** $\begin{matrix} F & R \\ \square & \square \end{matrix} V5$ **
SDS on underclings, pull small roof and climb straight up blank face. Classic!
- c3. **Cargo Hold** $\begin{matrix} F & R \\ \square & \square \end{matrix} V3$
SDS just R of small buldge in face, climb up a series of tricky sidepulls to a reachy finish.
- c4. **The Compact** $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
SDS Climb face L of the arete.
- c5. **Ship's Prow** $\begin{matrix} F & R \\ \square & \square \end{matrix} V3$ **
SDS low on arete, climb arete. Classic!
- c6. **Project** $\begin{matrix} F & R \\ \square & \square \end{matrix} VP$
Climb blank face to the right of the arete.
- c7. **Squanto** $\begin{matrix} F & R \\ \square & \square \end{matrix} V6$ *
Start low on two small pockets in front of the tunnel under the boulder. Climb crimpy face to finish up slopers.

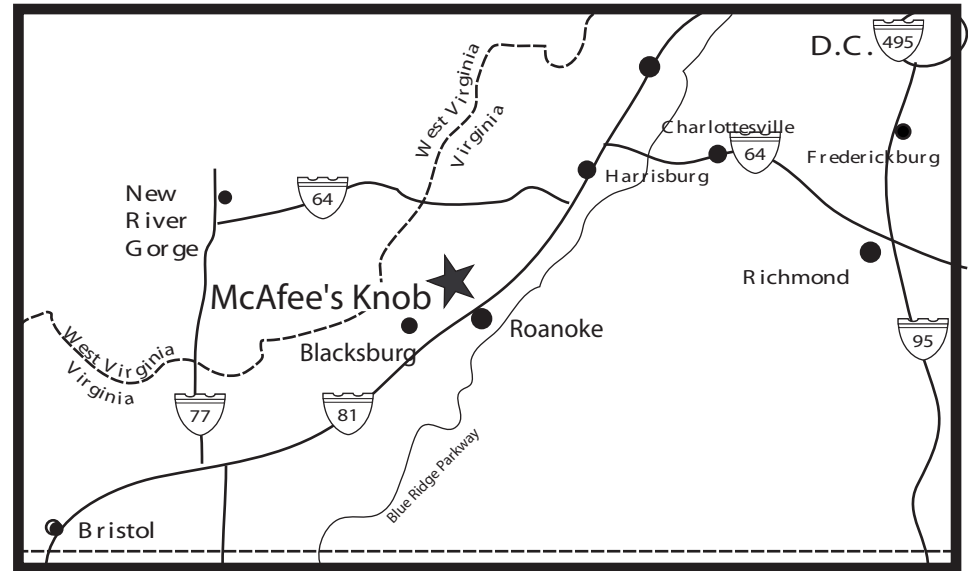
e. Finite Element Boulder

- e1. **Adams Circus Trick** $\begin{matrix} F & R \\ \square & \square \end{matrix} V6$
SDS on the face just L of the roof. Get your ass up and hit the lip. This problem has only seen one ascent, and a hold has since broken
- e2. **Austin's Seam** $\begin{matrix} F & R \\ \square & \square \end{matrix} V7$ ***
SDS at the corner of the roof, traverse the thin seam to the arete, move around corner, finish up water groove. Has not been repeated
- e3. **Project** $\begin{matrix} F & R \\ \square & \square \end{matrix} VP \dots V7?$
SS in two small pockets in the seam, long deadpoint to lip. Hard one move wonder.
- e4. **FEA Arete** $\begin{matrix} F & R \\ \square & \square \end{matrix} V2$
SS using the large holds on the arete finish Austins problem by moving around the corner and going up the water groove.
- e5. **Finite Element Analysis** $\begin{matrix} F & R \\ \square & \square \end{matrix} V5$ ***
SDS under the center of the roof. Come straight out using small crimps and pockets, mantle up water groove.
- e6. **Waxing the Shaft Project** $\begin{matrix} F & R \\ \square & \square \end{matrix} VP \dots V8?$
Start low under the R side of the roof, squeeze your way up to the lip, finish it off straight up on the R side, **HARD MANTLE**
- e7. **Truc & Adam Mantle** $\begin{matrix} F & R \\ \square & \square \end{matrix} V4?$
SDS mantle out the tiny boulder.

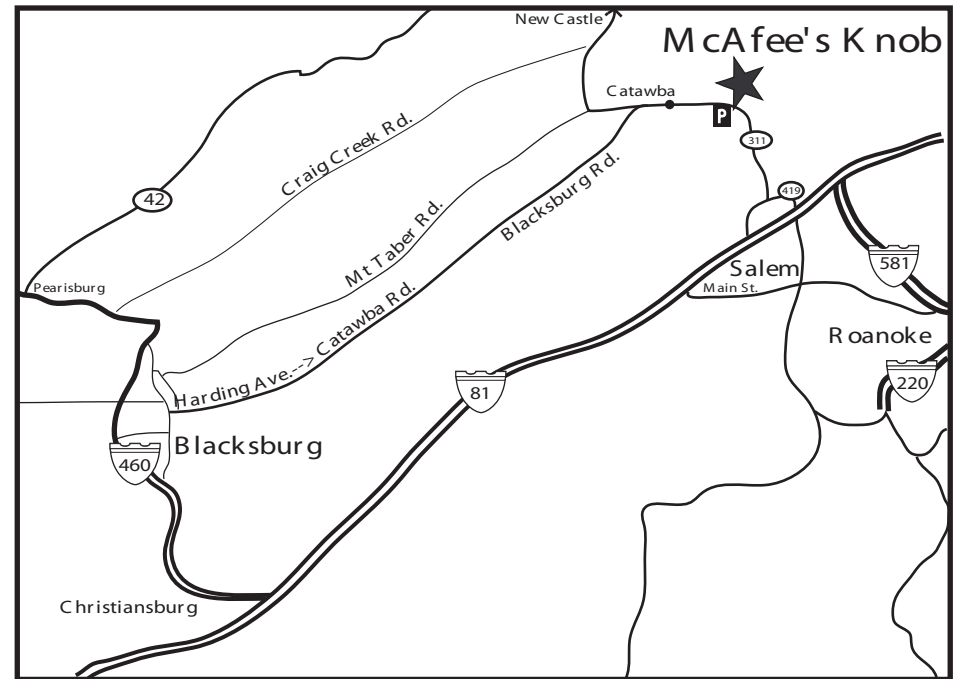
e. The Maze Boulder

- e1. **Adams & Truc Face** $\begin{matrix} F & R \\ \square & \square \end{matrix} V?$
SS climb face to nice slopy finish
- e2. **Project** $\begin{matrix} F & R \\ \square & \square \end{matrix} VP \dots V2?$
SS climb face, cleaned and unsent.
- e3. **Project** $\begin{matrix} F & R \\ \square & \square \end{matrix} VP \dots V5?$
SS climb face thru nasty crimper. Cleaned and unsent.
- e4. **Dirt Lover** $\begin{matrix} F & R \\ \square & \square \end{matrix} V1$
SS climb shorter face to gain good holds for mantle.

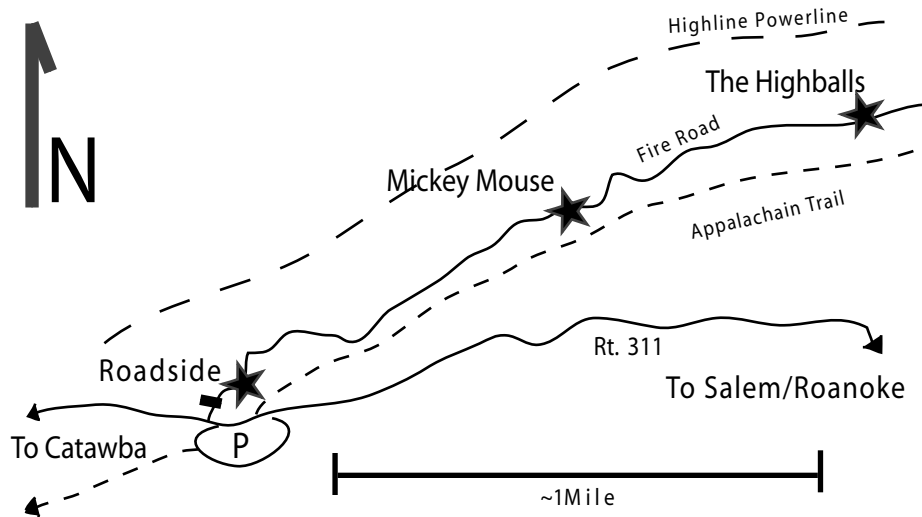
Virginia Major Highways



Local (Blacksburg / Roanoke)



McAfee's Knob Bouldering Overview



As one of the most heavily hiked sections of the Appalachian Trail, McAfee's knob (pronounced MAC-a-fee's) is a very popular destination. The 3.5 mile hike is well worth your while. The panoramic view available at the knob is astounding. The fact that there are over 75 climbable boulders at the summit is the icing on the cake. The long hike and vast expanse of boulders has kept the area fairly underdeveloped.

The most frequented bouldering spots are, Mickey's and Roadside because of the easy approach. In my opinion, the knob is where it's at. On the knob the belly boulder area, the corridor and the Devils kitchen are the only areas that see noticeable traffic. Quality new lines have been established all over the knob, and future classics are cleaned and waiting to be sent.

The rock in general, is gritty sandstone, in some areas it is smooth like HP40 while in other areas it is hard slick quartzite. There are slopers, pockets, edges, tiny crimps and glorious jugs. Most boulders on the top are vertical, rectangular and between 10 and 20 feet tall. There are a few roofs and many groveling topouts. The fire road climbing tends to be overhanging outcroppings rock with flakes and edges.

At the moment McAfee's is a beginner boulderers dream. One can walk up to nearly every boulder and find many easy lines. Moderate and difficult problems have seen a spike in development in the last couple years. New problems can be found in nearly every corner of the knob.

Any information regarding new ascents or corrections please e-mail wewhoclimb@verizon.net

V. Edge of the World

- V1. The Castrator $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
SS - Climb arete and R face, do not use the obvious SDS hold on the arete, it is LOOSE!
- V2. Unknown $\begin{matrix} F & R \\ \square & \square \end{matrix} V6?$
Start as low as possible on good L and bad R hand crimpers, pull thru small crimpers to good holds at lip.
- V3. Zihuatanejo $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$ **
Start low on jugs climb face to high watergroove. Crux is in the watergroove. Sweet and High!
- V4. Action Satisfaction $\begin{matrix} F & R \\ \square & \square \end{matrix} V4$
SS matched in horizontal, climb up and L finishing thru small watergroove at top.
- V5. Edge of the World $\begin{matrix} F & R \\ \square & \square \end{matrix} V5$ ***
SDS in obvious crack, climb up thru small roof trending to the R, finish same as Action Satisfaction.
- V6. Project $\begin{matrix} F & R \\ \square & \square \end{matrix} VP$
SS in R facing corner, climb out overhang and straight up blank face/bulge.

X. Left Corridor

- X1. Unknown Slab $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
Description
- X2. Unknown Slab $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
Description
- X3. European Smoothness $\begin{matrix} F & R \\ \square & \square \end{matrix} V4$ ***
SDS R hand on knob, L hand on jug. Climb using arete and L face.
- X4. The Deadpoint $\begin{matrix} F & R \\ \square & \square \end{matrix} V4$ **
Start matched on low edge, deadpoint to crack. Dirty topout.
- X5. Seneca Crack $\begin{matrix} F & R \\ \square & \square \end{matrix} V2$ **
Climb L side of face up an obvious crack.
- X6. The Stairs $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
Climb face using large ledges and jugs for easiest access to the top on this boulder.

W. The Slab

- W1. Arete $\begin{matrix} F & R \\ \square & \square \end{matrix} V$
SS Climb obvious white arete
- W2. Iron Fist $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
SDS use huge chicken head to climb face.
- W3. Unknown $\begin{matrix} F & R \\ \square & \square \end{matrix} V3$
Traverse from far L of boulder across dirty face all the way to the arete, finish on (14).
- W4. O Face $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
SS on undercling, climb slabby face huecco 10 feet up.
- W5. Unknown $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
SS Climb slab between (10) and (12).

Y. Right Corridor

- Y1. Unknown $\begin{matrix} F & R \\ \square & \square \end{matrix} V$
SS climb high R arete.
- Y2. Unknown $\begin{matrix} F & R \\ \square & \square \end{matrix} V$
SS in crack, climb high face.
- Y3. The Girlfriend Tester $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
SS climb the R side of the arete.
- Y4. Unknown $\begin{matrix} F & R \\ \square & \square \end{matrix} V2$
Start low on the arete climb the arete by its L side.
- Y5. Unknown $\begin{matrix} F & R \\ \square & \square \end{matrix} V2$
SDS on edge and pocket just L of small rock, pull small roof to dirty hand jam mantle.
- Y6. Scary Mantle $\begin{matrix} F & R \\ \square & \square \end{matrix} V3$
SS on crimper and small two finger triangle, climb face and topout directly above triangular pocket. Stem to other boulder if sketched.
- Y7. Pocket Arete $\begin{matrix} F & R \\ \square & \square \end{matrix} V4$ ***
SDS L hand on arete and R hand on low edge, work up arete and R face. Topout straight up or around L side of arete. CLASSIC!
- Y8. Foot Faggotry 101 $\begin{matrix} F & R \\ \square & \square \end{matrix} V5$ *
SDS with R hand in slopy mono, L hand on low edge, pull thru low buldge to long move up slab to hold L of fern.
- Y9. Eye on the Ball $\begin{matrix} F & R \\ \square & \square \end{matrix} V3$ *
SS L in eye level slot in corner, R on small sidepull, look up and R for another small sidepull that will give access to the slopy lip.

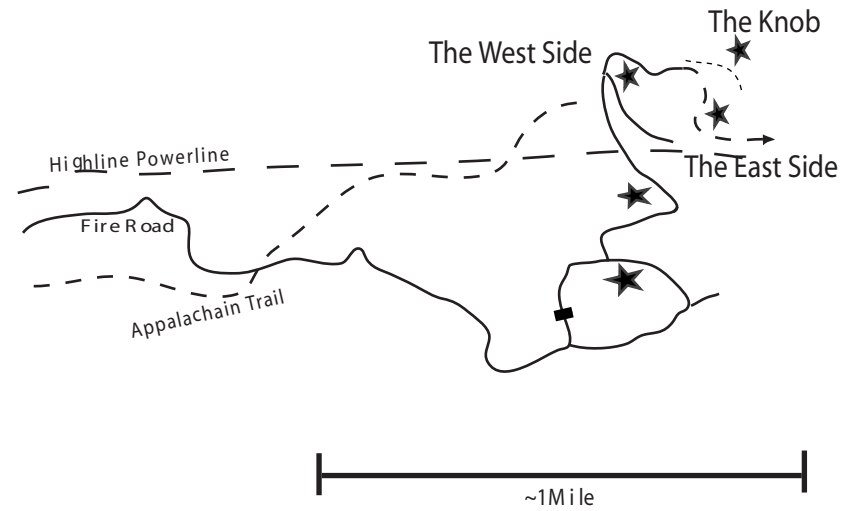
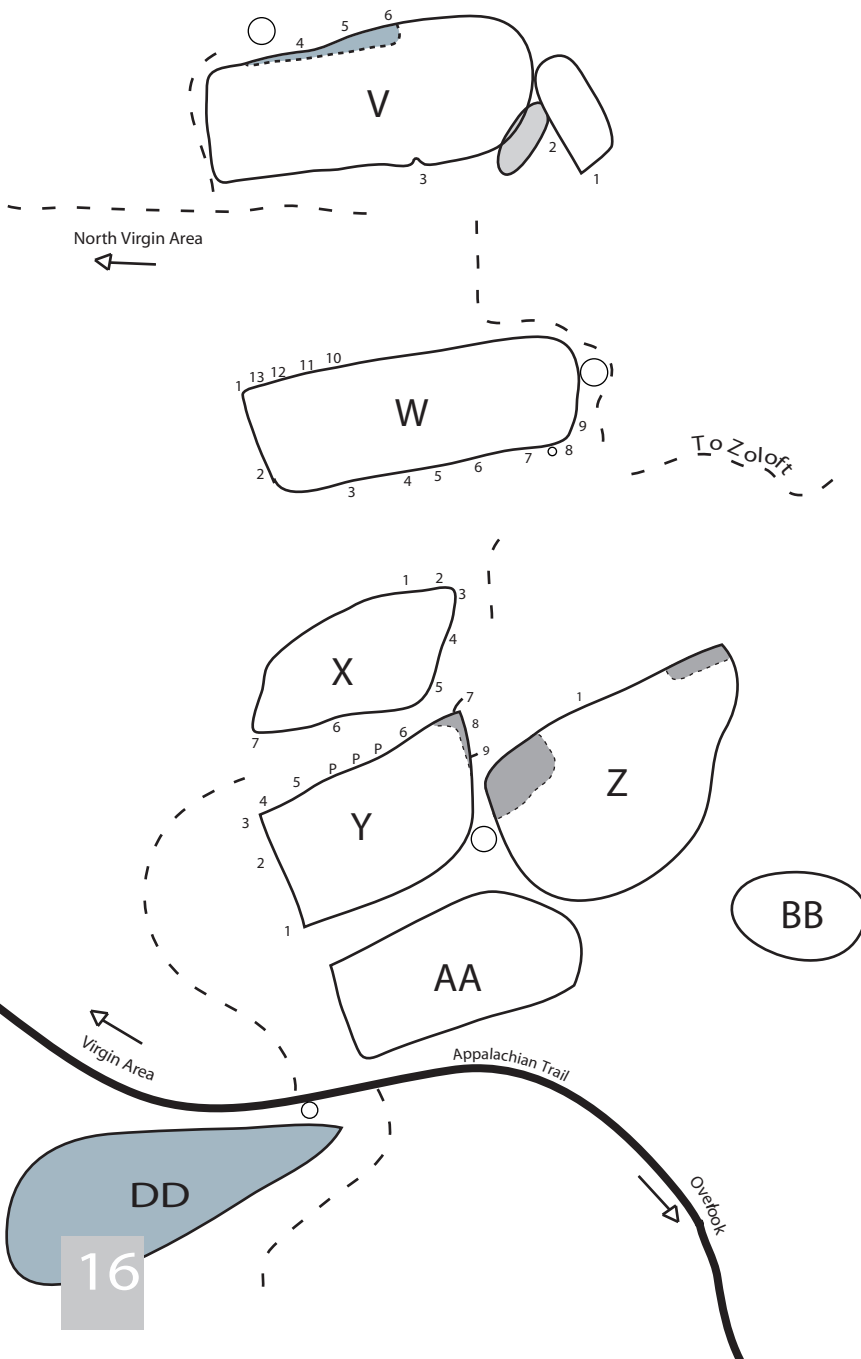
Z. Transportation Boulder

- W6. The Eyebrow $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$ ***
SS climb slab. Start on low jugs followed by a long move to an eyebrow shaped jug in center of face. Harder if you are shorter.
- W7. Happy Slab $\begin{matrix} F & R \\ \square & \square \end{matrix} V2$
SS climb thru small overhang to dirty slab climbing above.
- W8. Unknown Arete $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$ *
SS on jugs climb arete thru awesome sidepulls, topout to the R using large conglomerate knob.
- W9. Opposing Thumbs $\begin{matrix} F & R \\ \square & \square \end{matrix} V1$
SS Mantle thru large oval slot R of the arete.
- W10. Project $\begin{matrix} F & R \\ \square & \square \end{matrix} V?$
SS climb vertical face L of Donkey Punch, look for undercling flake, needs to be cleaned.
- W11. Donkey Punch $\begin{matrix} F & R \\ \square & \square \end{matrix} V5$
SS climb crimpy face to jug at the mantle. Starts on large holds/feet climbs thru small crimpers to "thank God" slot.
- W12. Angry Dragon $\begin{matrix} F & R \\ \square & \square \end{matrix} V4$
SS on good jug, climb face to nice juggy finish.
- W13. Project $\begin{matrix} F & R \\ \square & \square \end{matrix} V?$
SS Climb face to the L of the arete, finish straight up.

- Z1. Lichen Highway $\begin{matrix} F & R \\ \square & \square \end{matrix} V1$ **
SS on horizontal pinch and funky sidepull slot. Crux is getting off the ground. Committing topout.

The Corridor & Beyond

The corridor is one of the most climbed sections of rock on the knob. To find the entrance path to this area look for a prominent boulder with a roof leading to a sharp arete on your R. There is also a no camping/no fire sign on the R hand side of the trail on a tree opposite the entrance to this area. The corridor hosts some of the best beginner climbing on the knob. Check out the rad highballs on Edge of the World, fun slabs on Happy slabs, slopy topouts on the Zoloft boulder, and the classics in the corridor.



Getting to the Crag:

Roadside Boulders:

Park in the main parking lot off 311. Hike down the hill toward Catawba for 100 ft and turn R onto the fireroad. Before crossing the gate hike straight up the hill to the large outcropping.

Mickey Mouse Boulders:

Hike down the fireroad for approximately 1 mile. When you see a prominent outcropping on your right that looks like Mickey Mouse, you are there.

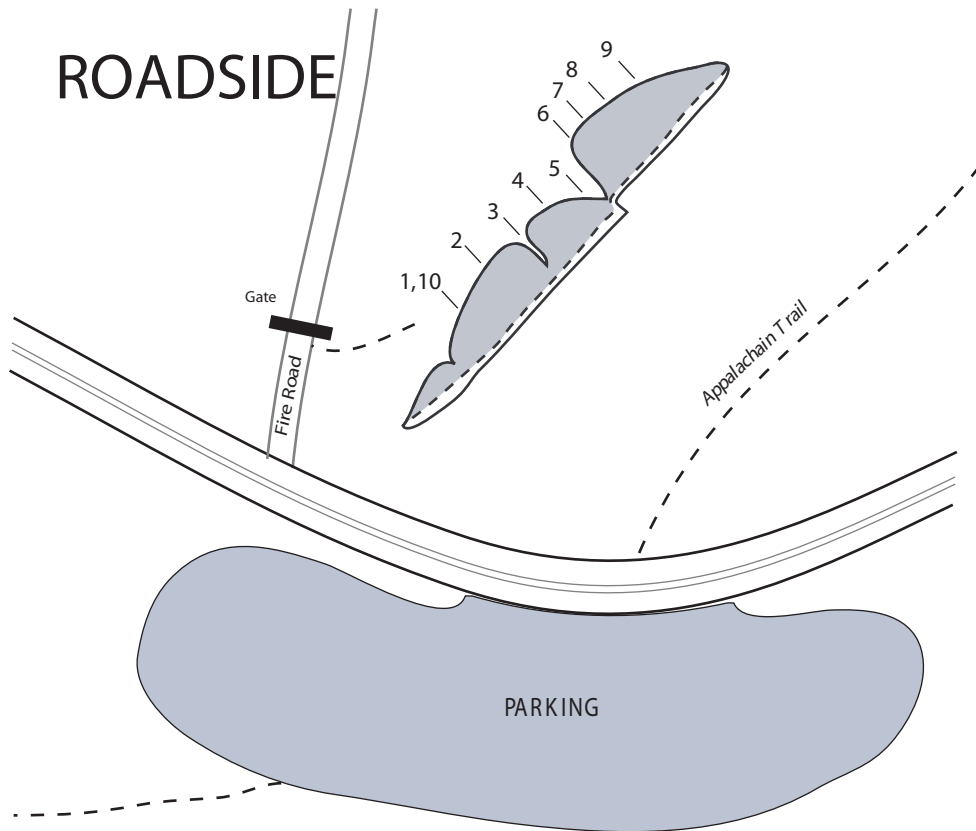
High Ball Boulders:

Hike an additional 3/4 of a mile past Mickeys to another large outcropping on the right. You should notice two large boulders on the R.

The Knob Proper:

Hike 3.5 miles from the road. For the sake of time take the Fire Road to the intersection of the AT. Take a L on the AT and follow this to the top. This route will bring you first to the Arrow Boulder Area, then thru the Belly and Corridor areas. If you follow the trail to the knob, then over the top you will find the FEA and Devil's Kitchen areas.

ROADSIDE

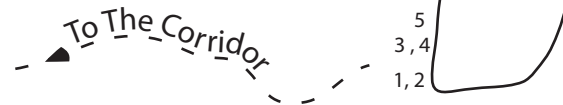


ROADSIDE

Bring your pad(s) for the boulder with zero approach and quality lines. The landings are often a little rough, a good spot will go a long way. If you want to get in a short pumpup workout this is the place. Lip traverses make good warm-ups.

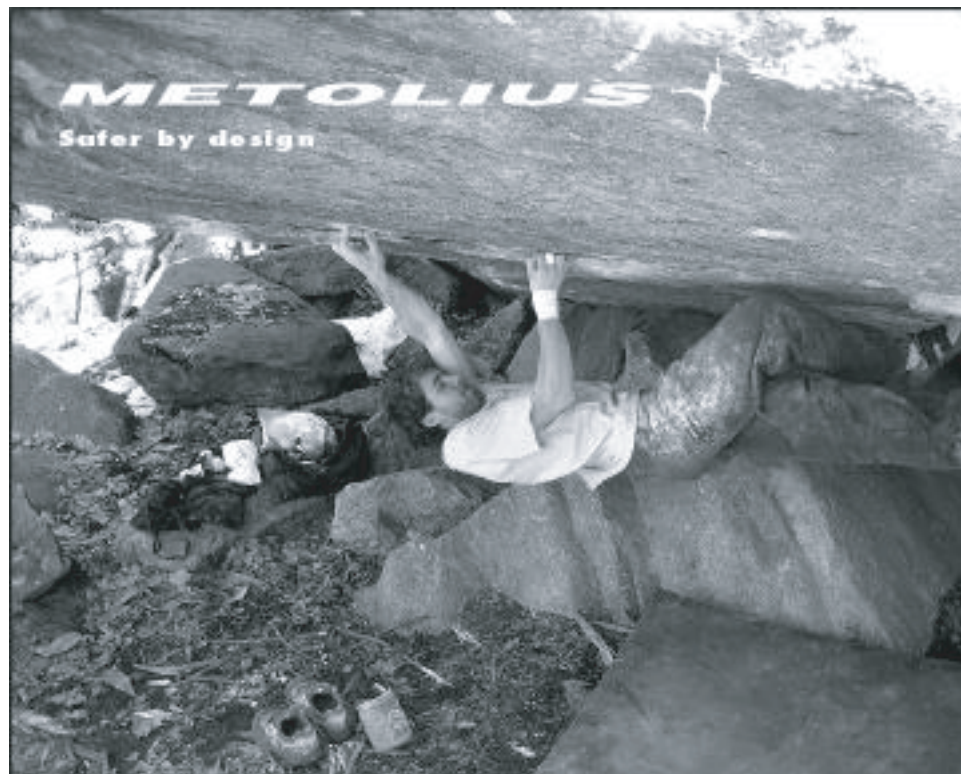
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|--|--|
| <p>1. Project $\begin{matrix} F & R \\ \square & \square \end{matrix} V9?$
SDS on large R facing flake, climb up thru high L facing sidepull. Large ledge at bottom is off.</p> | <p>5. Counter-Pressure $\begin{matrix} F & R \\ \square & \square \end{matrix} V1$
SS on two high L facing edges, move up to jugs. Wall on the L is on.</p> |
| <p>2. The Moneyshot $\begin{matrix} F & R \\ \square & \square \end{matrix} V7$ ***
SDS at two lowest holds with feet out left, work up thru small crimpers. L edge at bottom is off. Loose hold at lip</p> | <p>5b. C-P Variation $\begin{matrix} F & R \\ \square & \square \end{matrix} V3$
SDS in horizontal crack, finish out (6) with the L wall off.</p> |
| <p>2b. Stand-up $\begin{matrix} F & R \\ \square & \square \end{matrix} V4$ *
SS on crimpers in center of face work into the top half of and finish The Money Shot.</p> | <p>6. Roadside Arete $\begin{matrix} F & R \\ \square & \square \end{matrix} V2$ **
SDS climb obvious overhanging arete.</p> |
| <p>2c. Stupid Human Trick $\begin{matrix} F & R \\ \square & \square \end{matrix} V5$
SS same as (2b) dyno to finger Jug on the Moneyshot.</p> | <p>7. Mini-Roadside $\begin{matrix} F & R \\ \square & \square \end{matrix} V4$
SDS R hand just inside arete on edge, L hand on start of (9). Straight up to small R crimp then long move to L hand crimp.</p> |
| <p>3. Centerline $\begin{matrix} F & R \\ \square & \square \end{matrix} V5$ ***
Start low on two prominent edges, Pull thru two crimpers and move into the large crack above.</p> | <p>8. Flake Problem $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
SDS on two low edges, climb L into huge flake.</p> |
| <p>4. Project $\begin{matrix} F & R \\ \square & \square \end{matrix} VP$
SDS low on good holds L of #4, work left on tiny crimpers finish on #6. Low ledge is off. Ivan Greene worked, mentioned V12...</p> | <p>9. FPNNA $\begin{matrix} F & R \\ \square & \square \end{matrix} V5$
SDS from two tiny crimpers 4 ft apart, pull to good R hand edge then to lip.</p> |
| | <p>10. Ivan's L link-up $\begin{matrix} F & R \\ \square & \square \end{matrix} V6$
SDS at #1 traverse low to the left, finish up Centerline (#4).</p> |

ZOLOFT BOULDER



This boulder is located just past the corridor. The boulder is very small but packed with quality lines on mostly solid rock. The climbing consists of a few moves to a slopy lip. The boulder is short and well hidden from the corridor. The first line on the boulder was cleaned in the fall of 2003. Tremor and Decreased Sex Drive are very quality lines.

- | | |
|---|---|
| <p>CC1. Side-Effect Linkup $\begin{matrix} F & R \\ \square & \square \end{matrix} V4$
Starting on the R arete traverse L below the lip finishing on Dry Mouth.</p> | <p>CC5. Frequent Impotence $\begin{matrix} F & R \\ \square & \square \end{matrix} V4$ *
Start low on L facing jug and R hand crimper, climb straight up, look for a huge jug up over the lip.</p> |
| <p>CC2. Decreased Sex Drive $\begin{matrix} F & R \\ \square & \square \end{matrix} V1$ ***
Start low on arete climb thru jugs to very fun topout. Topout (crux) either side of the arete.</p> | <p>CC6. Dry Mouth $\begin{matrix} F & R \\ \square & \square \end{matrix} V3$
Start low on L facing jug, climb L into the low point of the boulder.</p> |
| <p>CC3. Tremor $\begin{matrix} F & R \\ \square & \square \end{matrix} V6$ ***
SDS matched in small L facing corner on tiny crimpy seam. Long move from incut crimper to lip, match lip topout L to huge jug.</p> | <p>CC7. Project (Suicidalism) $\begin{matrix} F & R \\ \square & \square \end{matrix} V7/8?$
SS in small pockets and crimpers on the face L of some mountain laurel, pull small pockets and small feet to slopy mantle.</p> |
| <p>CC4. Tremor Direct Project $\begin{matrix} F & R \\ \square & \square \end{matrix} VP (V6?)$
SDS same as Tremor after matching lip, move straight up to slopers finishing on L side of Arete.</p> | <p>CC8. Anxiety $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$ *
SDS in small L facing corner, climb up and R along lip, topout.</p> |



Belly Boulder area Cont...

II. The Warm-up Boulder

- II1. Pistol Grip F R V1 *
SS in small pocket, climb delicate face using 7" high slopy pinch feature.
- II2. Unknown Finger Crack F R V?
SS climb obvious finger midway down the boulder.
- II3. L 45 F R V2
SDS climb chossy looking face to high L watergroove.
- II4. Center 45 F R V2
SDS climb chossy looking face to high watergroove in center of wall.
- II5. R 45 F R V2
2SDS climb chossy looking face to high R watergroove.
- II6. Nan's Crack F R V0
SS Climb large R facing crack toward the left end of the boulder.
- II7. Wasian F R V0
Start low on L facing sidepull and flat pocket. Straight up to crimpy slopers and neat topout.
- II8. Lichen Queen F R V1 *
SDS on good holds work up thru sidepulls and an underling, to intermediate crimps and a good large hold for the mantle.
- II9. The Downclimb F R V0
SDS climb the weakness in front of the tree to gain higher R facing crack.
- II10. RocknRoll F R V0 *
SDS under the left side of an obvious buldge sticking out of the wall 7 ft up. Climb up L side of buldge to huge Jug.
- II11. R Bulb F R V2 *
SDS Climb up R side of buldge avoiding jug for the mantle that is used in (II10).
- II12. The US Sent-it F R V3
SDS L of the mossy area on two hard to find pinch holds, climb straight up top-out to thr R of R Bulb, look for a jug in the moss.
- II13. House of Representatives F R V5 *
SDS at the lip of the far left corner of the roof on a huge Jug, long move to gain two pockets full of nast crystals. Slopey topout.
- II14. Super Campus F R V3
SDS same as (12) campus (or don't) around lip and topout on problem (16). Less bur! and lots of fun, use your feet!
- II15. Flip-Flop F R V4
SDS at (a) with a L jug in the back corner of roof. Move to double underling, out to jugs, move R, then up to large slot, topout.
- II16. Warm-up Roof L F R V2 *
SDS at (b) pull huge jugs thru the roof and topout just R of a tree.

- II17. Warm-up Roof R F R V3 ***
SDS at (b) pull hugs jugs thru the roof at the lip trend up and R to large slot, tricky move to the lip. Classic!
- II18. Dish Prob F R V4 *
SS matched just left of arete in slot. Climb straight up the face using shallow dishes and pockets to sweet R hand pinch before lip.
- II19. Marathon F R V4 **
Start as Warm-up Roof R, at the lip, traverse to the R and finish up problem (17). Sweet!

JJ. Hippo Block

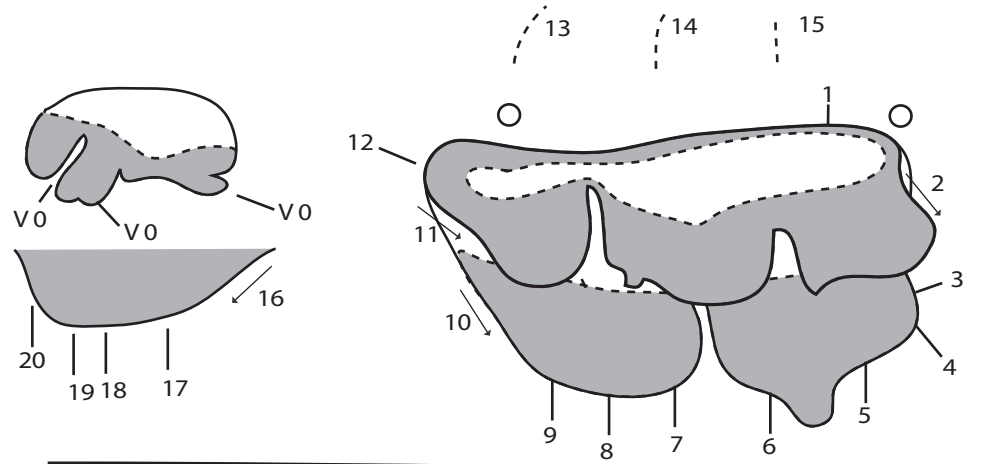
- JJ1. Hungry Hippo F R V4 *
SS matched on lower lip, wind up and launch for the top. Tricky mantle. This 6+ ft dyno is super fun!
- JJ2. Direct F R V3 *
Start as (1), mantle the low lip and climb straight out roof. Tricky mantle.

LL. Circus Rock

- LL1. Midgit Man Traverse F R V2
SDS on L arete, traverse lip, pass under roof without touching tree, topout on R arete. Tricky eliminate: large foot ledge in center is off

KK. Truc Block

- LL1. The Oyster F R J0
Jump from LL boulder to the lip of KK, mantle.

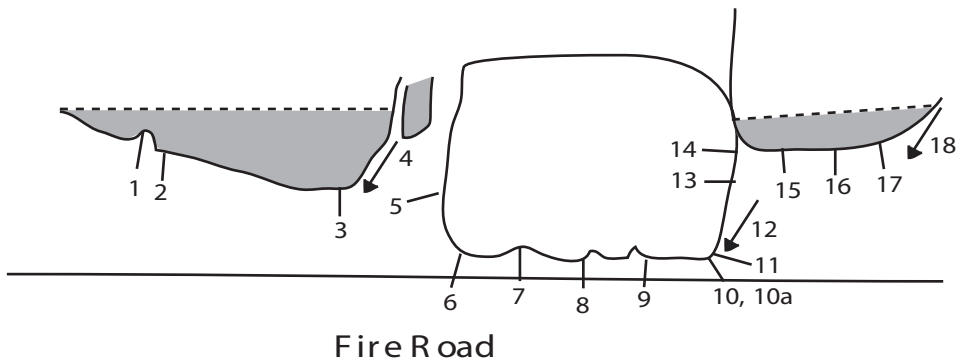


Fire Road

MICKEY MOUSE BOULDERS

The Mickey Mouse boulders are located 1 mile up the fire road. It is a very easy approach and is by far the most popular place to climb at McAfee's. Roanoke locals have been using Mickey's as their local training spot before hitting the New River Gorge on the weekends. Best known for its challenging beginner level climbing. Many beginners find and send their first projects here. Don't miss Mickey Left and the Flake Dyno.

- | | |
|---|--|
| <ul style="list-style-type: none"> 1. Truc, Adam Problems F R V?
two good harder mantle problems, don't fall down the slab. 2. Ransom's Warm-up F R V?
Starting on R side of Mickey's climb up and around lip, top-out at tree. High and sketchy landing. 3. Tornado F R V1 *
SDS climb tornado looking boulder up and L. 4. Mickey Arete F R V0
SDS the R side of the boulder 5. Mickey Face Right F R V2
SDS at your favorite low hold, lower=smaller, climb up and R. There are many eliminates on this face, super fun! 6. Mickey Face Left F R V3 *
SDS at your favorite low hold, lower=smaller, climb up and L. There are many eliminates on this face, super fun! 7. Flake Dyno F R V3 *
SS on huge flake and dyno to high flake. Very fun, add the double dyno for a little rush. 8. Climb center of face F R V?
SDS climb mini holds up face 9. Climb L side of Face F R V?
SDS follow line of holds along the arete. | <ul style="list-style-type: none"> 10. Unknown F R V?
SDS. Traverse the lip 11. Unknown F R V?
SDS in horizontal crack, finish out (6) with the L wall off. 12. Unknown F R V?
SDS starting extremely low, pull the lip. 13,14,15. Slab F R V0
Starting by the UFO shaped boulder climb up the three water grooves 16. Crimper Traverse F R V6
SDS on R of boulder traverse small crimps to the apex of boulder. Generally looked at as a pain tolerance problem. 17. Unknown F R V1
SDS on thin flake, go straight up. 18. Unknown F R V?
SDS. Start low on L sidepull and R edge, climb thru layback. 19. Unknown F R V?
SDS. Start on 18 and work left. 20. Project F R V?
SDS with slopy arete and knob. |
|---|--|



HIGH BALL BOULDERS

The high ball boulders are located about 1.75 miles up the fire road on the right hand side. The high ball boulders have an easy approach, great problems with high concentration, but yet they still see very little traffic. If you are up for it warm up on the high and rewarding High Ball Arete. Don't miss the super classic 6' - 4" arete, an amazing over hanging arete with a classic sloper finish.

1. **Unknown Offwidth** V?
 Climb obvious dirty and often wet off width crack on the far left end of the boulder.
2. **Unknown Arete** V?
 Climb right side of off width using arete and face, dirty topout. Possible insane hard project just to the R of this.
3. **The Leg Breaker** V6
 Start on huge flake climb straight up the face by levering your self off your whole leg up to the small face hold, finish straight up.
4. **6'-4" Arete** V6 ***
 SDS ass on boulder, at the low point of arete. Climb entire arete finishing over the lip thru slopers. Same finish as the Leg Breaker.
5. **Easy slab climbs** V0
 Variety of easy slab climbing, great for true beginners. Kinda high.
6. **Highball Arete** V0 ***
 Climb the prominent L arete. Crux is 15+ ft off the ground, but has an easy topout. Approx 25' tall.
7. **Left High Ball** V1
 Climb the line on the left side of the face.
8. **Center Highball** V?
 Climb the line up the center of the face.
9. **Right Highball** V?
 Climb R side of face.

10. **Ed's Arete L (Project?)** V?
 Climb arete same as #11 but traverse L under the bulge. I don't believe this has gone.
- 10a. **Truc Traverse** V6
 SS campus from the corner of the boulder, traverse L along the sidepulls finishing up the Highball Arete.
11. **Ed's Arete R** V5
 Climb high prominent arete on the R hand side of the boulder. Scary committing finish. Looks easier than it is.
12. **Yosemite Practice** V3
 Traverse the entire face, hand jamming across horizontal crack. Local Yo as hardman training problem. Other traverses low on
13. **Suitcase Problem** V0
 Climb great holds up face, look for the handle. Handles tend to break off with this kind of rock...
14. **The Corner** V0
 Climb corner formed between two boulders.
15. **Left crimper problem** V6
 SDS climb thru bulge on little crimpers, harder than it looks topout straight up.
16. **Center crimper prob** V3
 SDS. Climb crimps a few feet R of #17, high topout.
17. **Crimp Warm-up** V0
 SDS. pull small buldge thru crimps, high topout.
18. **Traverses** V2
 SDS traverse the face top out with #'s 16 or 17.

DD. The Project Boulder

- DD1. **Scoping Access** V1
 SS climb weakness up arete to the R of the very blank face. Normally pretty dirty.
- DD2. **Project R** VP(V8?)
 SS matched on horizontal quartzite pinch, dyno to L edge that sticks out at the lip.
- DD3. **Project C** VP(V10?)
 SS Climb center of blank face. Long ass move to slopers.
- DD4. **Project L** VP (V9?)
 SDS (add a grade or two)/SS climb L side of face R of arete, long move to high L hand gaston? or longer move to high slopy pods?
- DD5. **CHOSS PILE**
 DON'T CLIMB, LOOSE ROCK
- DD6. **Unknown** V?
 SDS pull small roof and climb face.
- DD7. **Unknown** V?
 SDS same as 6, pull small roof climb face L of 6.
- DD8. **Unknown** V3
 SDS un jugs under roof, climb straight out roof and up the arete by its L side.
- EE 8. **Bushido** V3 **
 SDS on low hold L of tree, long move up to L facing sidepull. Mantle straight up thru crimpers.
- EE 9. **Seppiku** V2 **
 Start low on two good edges, crank to R facing sidepull, mantle straight up, look for good crimpers on top rail above the slopers.
- EE 10. **Unknown Mantle** V2 **
 SDS matched on low edge, work up and L to good sidepull, topout over starting holds.
- EE 11. **R Wetness** V?
 SS climb just R of moss streak to large diagonal slot.
- EE 12. **L Wetness** V?
 SS climb moss streak by its L side.
- EE 13. **Unknown Face** V?
 SDS Climb face just R of arete. Dirty slopy start leads to small sidepulls.
- EE 14. **Unknown Arete** V?
 SDS climb funky looking arete in front of large tree.
- EE 15. **Nan's Slab** V0
 SS climb obvious weakness to high watergroove. Don't miss the bomb fist jam in the groove!

EE. The Belly Boulder

- EE 1. **Welcome to McAfee** V0 *
 SDS matched on good hold, move up and R to a good slot, topout straight up on the most blank section. Fun Mantle!
- EE 2. **Weekend Rambler** V3
 SDS in low wide flat and smooth slot. Workup to high cool side pulls using low crimpy sidepull.
- EE 3. **Domino** V7 ***
 SDS on diagonal gash, climb up thru bulge using slopers and sidepulls to a tricky mantle L of a large root and tree. QUALITY!
- EE 4. **Project** VP
 SDS just L of Domino on low pockets, climb up blank bulge using slopers.
- EE 5. **C hump C hange** V4 *
 SDS on (4), climb up and L to a small sharp L facing sidepull to a fairly blank mantle.
- EE 6. **The Decision** V1 *
 Start matched in 5' high slot, climb up and left using sidepulls, when confronted by the tree go L.
- EE 7. **Unknown Tree Mantle** V3
 SDS in front of large tree, work up and R to good sidepulls/ undercling, reach L to funky pinch, mantle in front of tree.

FF. Tupac Boulder

- FF 1. **Tupac** V2 *
 Look for two high pockets in mostly dirty face. SS climb thru these pockets to slopy topout.
- FF 2. **Order of Infinity** V1
 SS climb face to the R of Tupac

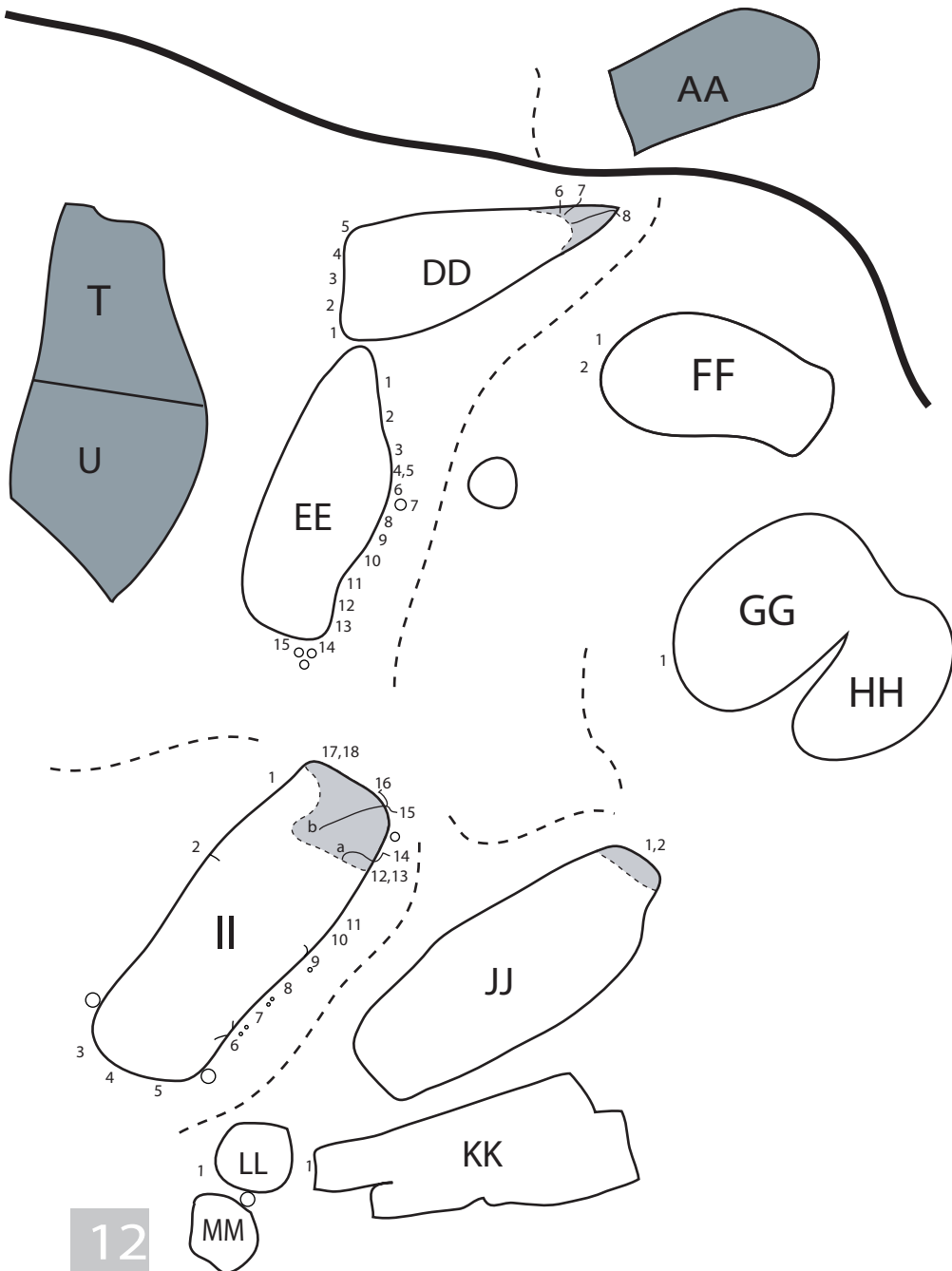
GG. Truc Choss Boulder

- FF 1. **Truc True Choss** V2
 SS Climb thru the choss to what Truc says is a quality mantle. Truc knows his mantles! (pretty high, probably exciting)

More Belly Boulder area problems on next page...

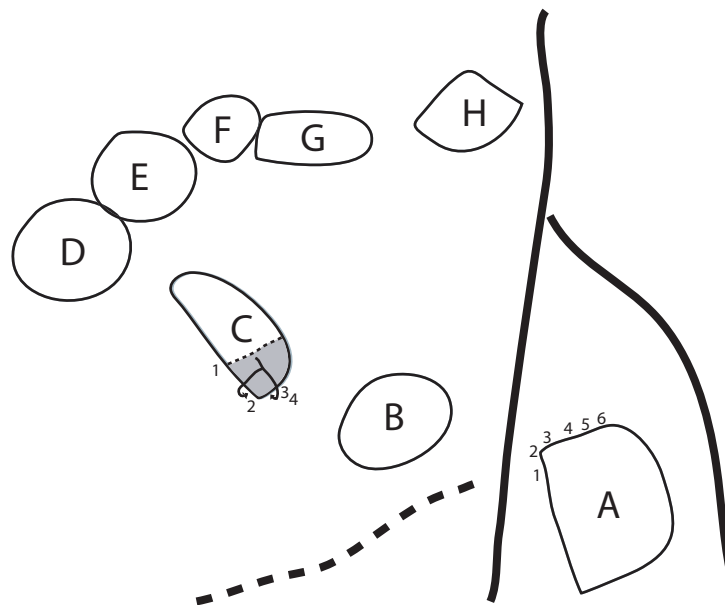
The Belly Boulder Area

The Belly boulder area is one of the sunniest areas on the knob. It is located just across the trail from the Corridor. The typical problem in this area is shorter (10 - 12 ft) with very slopy mantles. Problems 2-4 are the cleanest hardest projects on the knob. Don't miss the Warm-up roof problems (38-40), the Belly boulder mantle problems (16-18), or the Hungry Hippo dyno.



ARROW BOULDER AREA

This is the first section of boulders you will hit once you reach the knob itself. The established problems on the arrow boulder are excellent and have been climbed for years. A4 + A5 have classic Horse Pens forearm scraping topouts. While the forty five supplies a great warm-up on the short steep face.



A. Arrow Boulder

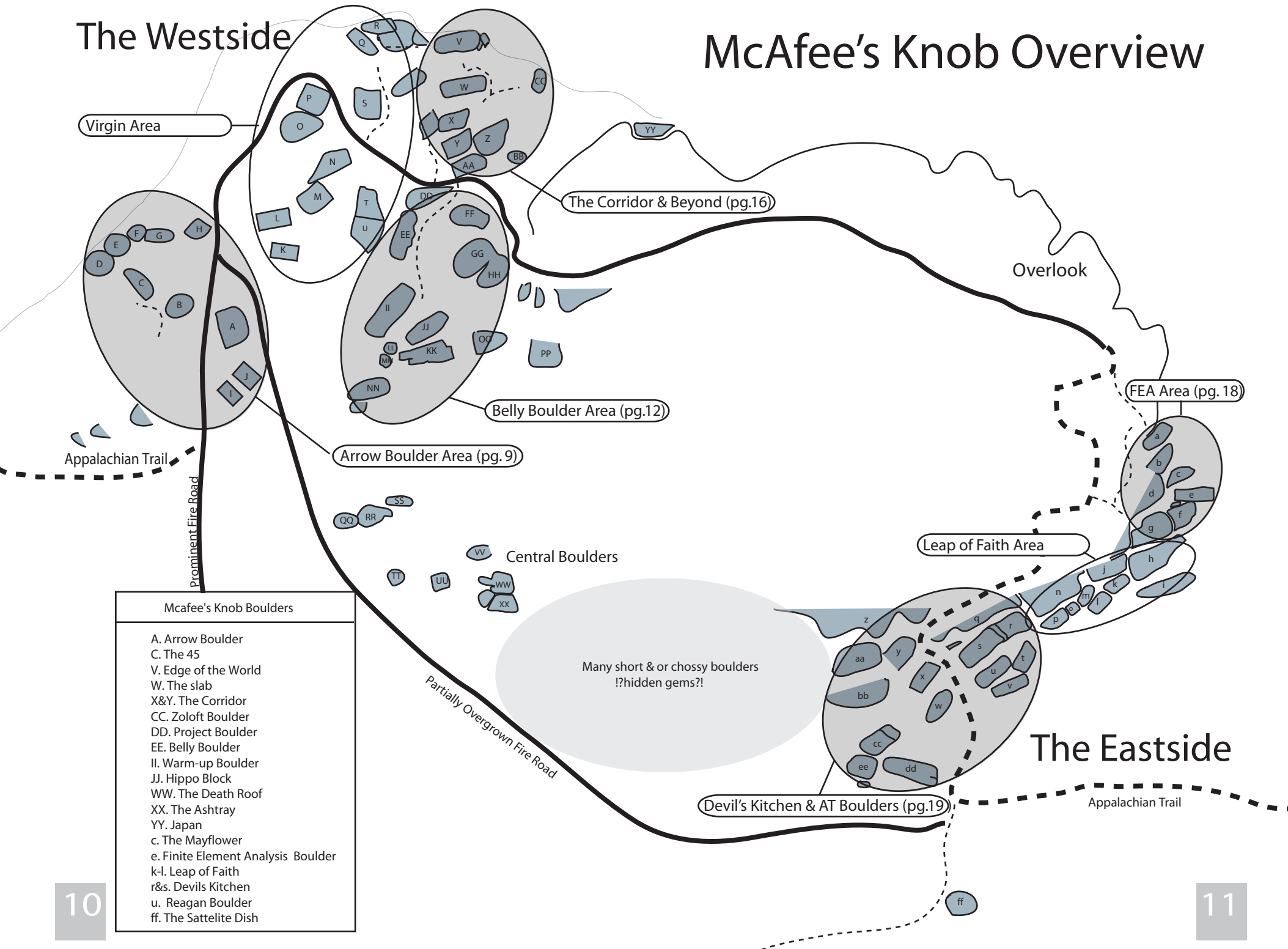
- A1. Warm-up slab F R
□ □ V0
Climb slab just to the R of the arete
- A2. Arrow Arete F R
□ □ V1
SDS climb overhanging arete.
- A3. The groove F R
□ □ V
Climb the groove just to the L of the arete.
- A4. HP Style F R
□ □ V4 **
SDS between the groove and A5, climb thru pockets to a tricky slopy topout.
- A5. Meat Grinder F R
□ □ V4 **
SDS just R of prominent crack, climb thru series of diminishing pockets to a slopy topout, crack is off.
- A6. Attaturk Crack F R
□ □ V0
SDS climb prominent crack on L side of face.

C. Forty Five Block

- C1. McAfee Grit F R
□ □ V4 *
SDS using very low small slopers on arete, long move to huge sloper continue up arete to topout.
- C2. Been There Done That F R
□ □ V2
SDS under overhang using large slot, move left to arete finish on B1. Var, start lower on small sidepull/crimper, V4.
- C3. Stretch F R
□ □ V5 *
SDS at low holds below slot, move up thru slot to small R hand knob, swim it to the lip. Mantle straight up.
- C4. Streetch Project F R
□ □ VP
SDS in large slot, dyno to lip!

The Westside

McAfee's Knob Overview



McAfee's Knob Boulders	
A.	Arrow Boulder
C.	The 45
V.	Edge of the World
W.	The slab
X&Y.	The Corridor
CC.	Zoloft Boulder
DD.	Project Boulder
EE.	Belly Boulder
II.	Warm-up Boulder
JJ.	Hippo Block
WW.	The Death Roof
XX.	The Ashtray
YY.	Japan
c.	The Mayflower
e.	Finite Element Analysis Boulder
k-l.	Leap of Faith
r&s.	Devils Kitchen
u.	Reagan Boulder
ff.	The Sattelite Dish