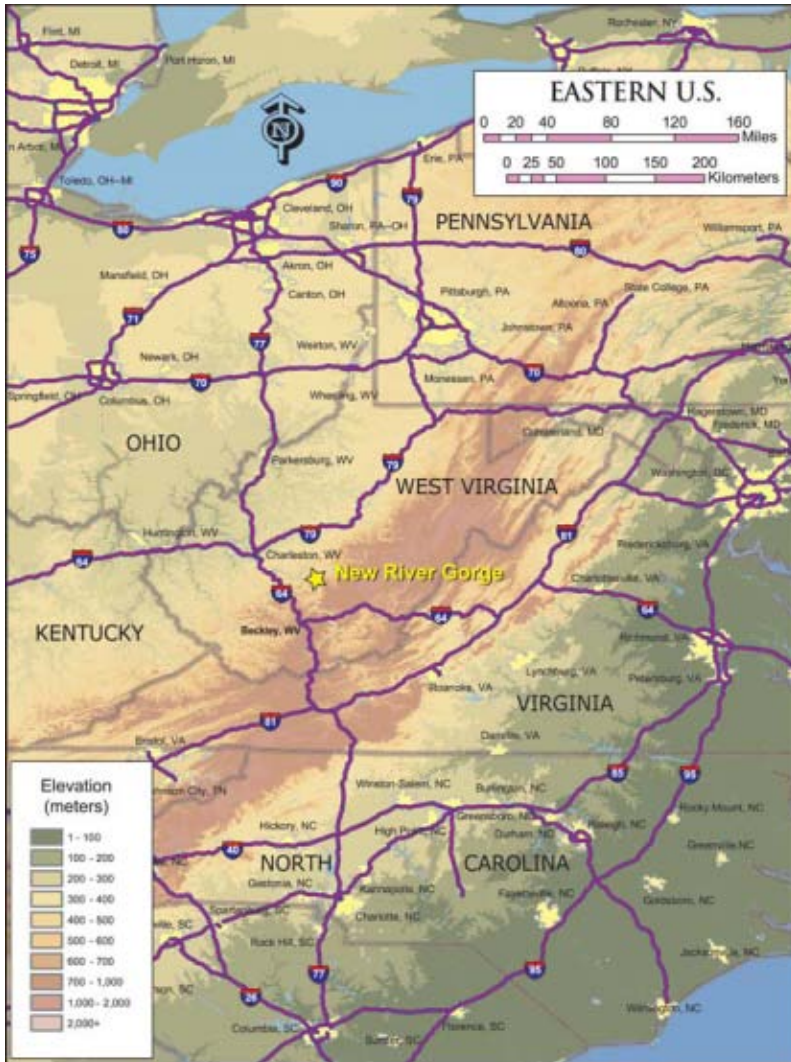


10 • Introduction

Location

The New River Gorge, Meadow River and Summersville Lake climbing areas are located in southern West Virginia. All of the cliffs in The New River Gorge are located within a few minutes drive of each other except for the Meadow River and Summersville Lake which are approximately 10 and 25 minutes north of Fayetteville on Rt. 19. The New River was designated as a National River in 1978 and much of the New River Gorge is located within the boundaries of National Park Service Land. Summersville is located on Army Core of Engineers land and the Meadow River is mostly within National Park Service Boundaries. The National Park Service has certain rules and regulations concerning the use of their land. For more information on these regulations or NPS facilities contact the National Park Service Headquarters in Glen Jean, WV at (304) 465-0508.

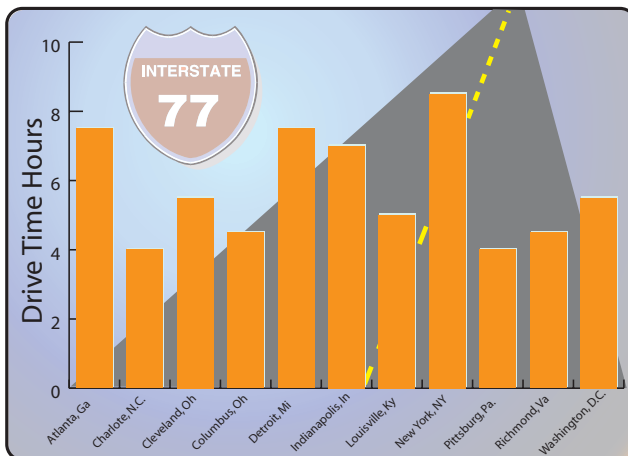


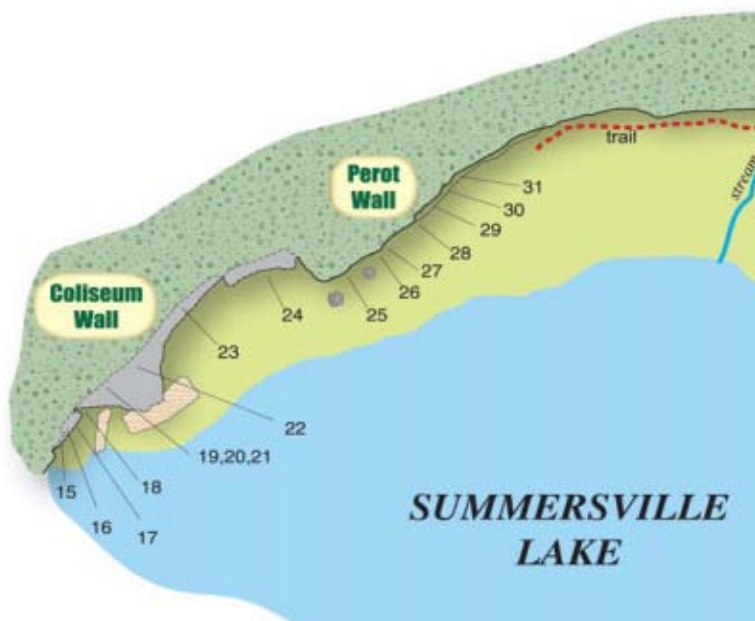
Climbing Area Locations



Drive Times

The New is centrally located to many major cities and is within one days drive of most major cities in the eastern United States and eastern Canada. Times are calculated using maximum speed limits.





The Coliseum Wall

15. **Reckless Abandon** ★ 5.12b/c *Sport*, 8 bolts.

16. **Surfer Rosa** ★ 5.12d *Sport*, 8 bolts.

17. **Obituary** 5.12b *Sport*, 8 bolts. Starts on Surfer Rosa. Move right at 2nd bolt.

18. **Tobacco Road** 5.12b *Sport*, 8 bolts. Starts on the left of the wall and traverses right up and thru tiered roofs.

Climbs 19, 20, 20a, 20b, and 21 share the same start.

19. **Mercy Seat** ★★ 5.13a/b *Sport*, 9 bolts. Moves left after the third bolt.

20. **Apollo Reed** ★★ 5.13a *Sport*, 11 bolts. Moves right after third bolt. Straight up thru steep roof. One of the classics of the area and fun.

20a. **Metz Hill Parking** 5.13c *Sport*, 11 bolts. Start on Apollo, climb to 5th bolt (do not clip). Traverse right to bolt on the Project on the right, climb up one more bolt and thru the crux to a rail, traverse 10' to the right and finish on the last 3 bolts of B.C.

20b. **Kill Whitey Traverse** 5.13a *Sport*, 11 bolts. Start on Apollo, climb to the 5th bolt (do not clip). Traverse right all the way to B.C., climb 3 bolts to the rail below the crux of B.C. Traverse 15' right to finish on The Pod.

21. **Unnamed SL #8 Project**. Start on Apollo, traverse right then straight up thru dihedral.

22. **B.C.** ★★ 5.13b *Sport*, 11 bolts.

23. **Pod** ★★ 5.13a/b *Sport*, 9 bolts. Starts on the right side of the wall.

24. **Still Life** ★★ 5.13d *Sport*, 7 bolts. Impressive steep overhanging face on far right. Broken hold and has not had repeat.

Perot Wall

These routes are verticle to slightly overhanging. Fun and pumpy climbing on moderates. Good warm-ups for the Coliseum Wall.

25. **Do It** (a.k.a. Snub Nose) 5.11a *Sport*, 2 bolts.

26. **Trigger Happy** ★ 5.10a *Sport*, 3 bolts.

27. **Talk About It** (a.k.a. Stick Em Up) ★ 5.10b *Sport*, 4 bolts.

28. **Gun Lust** ★ 5.10c *Sport*, 4 bolts.



29. All Ears (a.k.a. Armed and Dangerous) ★ 5.10b *Sport*, 4 bolts.

30. How'Bout'em Apples (a.k.a. Gun but not Forgotten) 5.10d *Sport*, 4 bolts.

31. The Deficit (a.k.a. Line of Fire) 5.10d *Sport*, 4 bolts.

D.C. Memorial Boulder Area (Mega Boulder)

This is a large boulder tilted sideways that has some great climbing on it. Routes are short.

31a. Power Outage 5.12c *Sport*, 5 bolts. Short face up thru two small roofs.

31b. Unnamed 5.11b *Sport*, 5 bolts. Outside corner in corridor.

32. Spider Needs A Thesaurus 5.11d/12a *Sport*, 5 bolts.

These routes are located on the lakeside of the boulder. Short, steep and pumpy climbing!

33. Angle of Attack ★★ 5.12c *Sport*, 4 bolts. Overhanging arete.

34. All the Way Baby ★★ 5.12b *Sport*, 3 bolts. Short overhanging route stops short of top.

35. Skinny Legs ★ 5.13b *Sport*, 4 bolts.

36. Pro-Vision 5.13a *Sport*, 4 bolts.

37. Unnamed SL #10 Project.

38. Vaseline Vision (a.k.a. Straight Up and Narrow) ★ 5.12a/b *Sport*, 3 bolts.

39. Delayed Stress Syndrome (a.k.a. Process of Elimination) ★ 5.11a *Sport*, 3 bolts. Starts at big flake, traverses to the right then straight up flake to anchors.