

### **Introduction:**

Upper Rock City is the area nearest the concession stand and main overlook parking. This is also one of the more populated areas, with majority of day hikers walking along the rattlesnake trail. Because of its easy access, established trails, and the large concentration of boulders "Rock City" has good potential for new routes. Unfortunately it also has the largest potential for damaging climber status with Cooper's Rock officials. Since there are so many (non-climbing) day users and the access to Rock City is so easy, it is easy to imagine abundant chalk marks, or inappropriate conduct could result in a negative image for climbers. We all know it only takes a few incidents, or complaints to ruin our fun. Please follow these suggestions to help promote a positive image for climbers. *Clean up your trash, keep the volume to a minimum, clean the chalk tick marks off after your done, keep pets on a leash, and bury their mess, use existing trails only*

Rock City has an abundance of top rope routes, which were well documented in an old guidebook by Bill Webster called "Gritstone Climbs" (out of print). His book provided a good general map of the area near the concession stand listing over 100 top rope routes. Most recently Adam Polinski's samplers (also out of print) provided a handful of documented boulder problems for this area as well. Our guide list previously documented and newly established routes, both top rope and bouldering. Rock City is excellent for beginners or groups because you can potentially drop a rope on any of the 25-35 foot high boulders.

### **Access:**

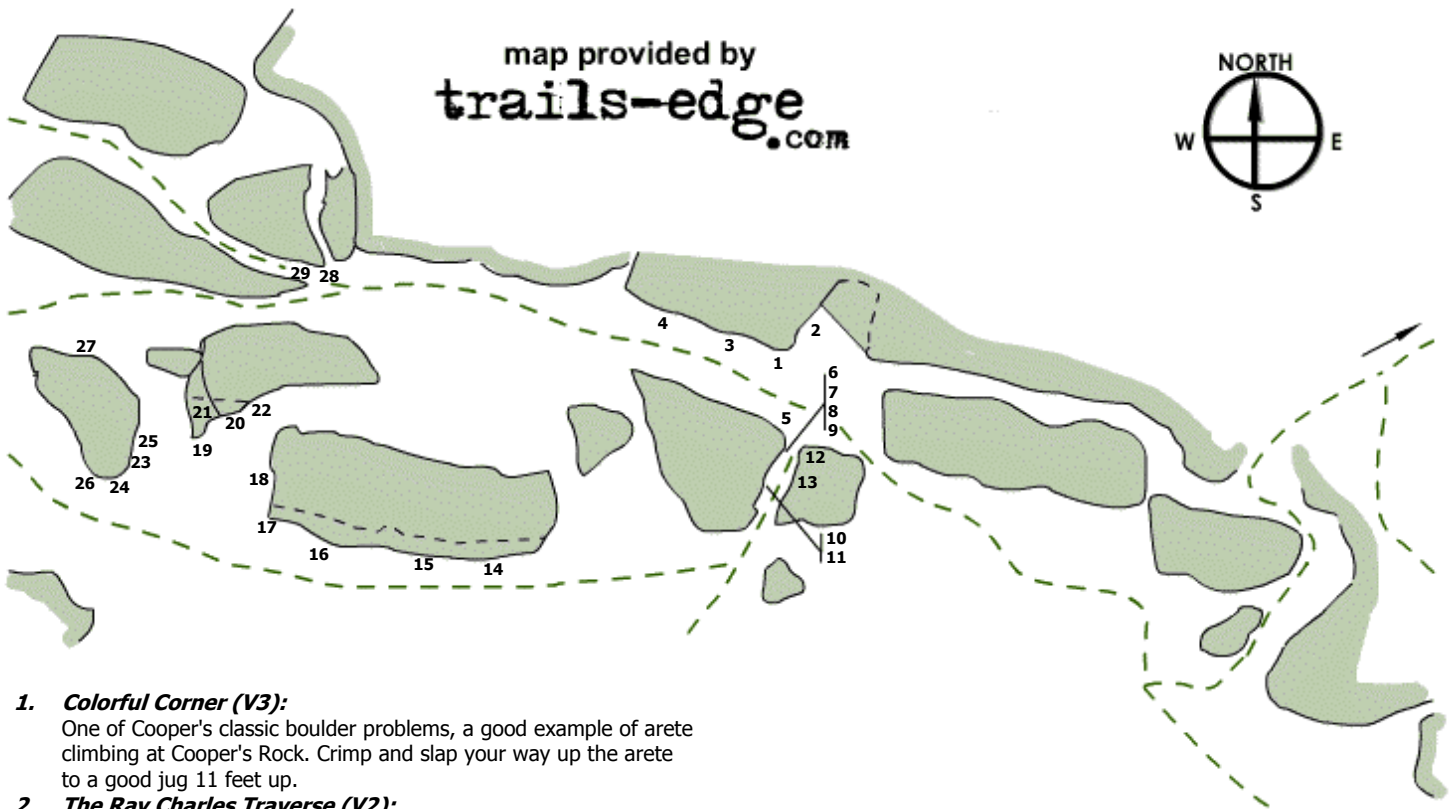
Once inside the park drive about 3 miles (South) on the main park road, heading towards the overlook area. Pass the large parking lots on the left and right (overflow parking), Continuing to the parking lot at the end (near the concession stand). Locate the water fountain (left of the concession stand), this is where the access trail begins. Follow the trail down hill about 100 yards, till you reach some stone steps leading to a small stone court yard. Continue down hill through this court yard till you come to the Rattlesnake Trail (usually a post with no sign here), take this trail to the right a few hundred feet and you will come to another rock courtyard. This is the Romulus and Remus area, these blocks are 30 feet tall and have small 2ft. Roofs with hueco holds in them. There is also a very prominent rock shelter (roof) on the right side. Directly across from Romulus and Remus wall there is an alleyway, this is Rock City Alleyway.

### **Plea for Responsibility:**

With the growing popularity of rock climbing, so has the concern about our impact on the environment. With the pressures of an increasing climbing population comes evidence of the frailty of the cliffs. Natural erosion is a fact of life; however the additional strain climbing has put on the many areas is more apparent. Where greenery flourished, Now paths abound. Piton scaring is evident on many classic climbs, and crag access has become threatened in many states. The greatest impact has been due to thoughtlessness. Climbers are by nature, easy going social individuals, local crags offer pleasant conversation as well as challenging climbs. Unfortunately there is an occasional gung ho recluse, who threatens the lifestyle with their thoughtlessness. Remember your actions effect all of us in the long run! We must abandon complacency and self-serving actions, and make an effort to preserve our natural climbing areas.

### **General rules of conduct:**

- **Anchors** - Use common sense when setting top rope anchors or rappelling, refrain from using roots or small trees for anchors. Yell down to others at the base of the cliff before tossing your rope over. Give then warning and time to move.
- **Other peoples gear** - **Never, Never, Never** step on a rope (be careful and watch where you walk), and **Never** touch or remove other peoples gear or anchors
- **Vegetation** - Trampling or removal of plant material is un-acceptable!. Use designated trails only, tread lightly, keep your impact low.
- **Chalk** - Please consider using it at cruxes and not on every hold and cleaning it off when your done, avoid using it on easier climbs. Do not use for graffiti, This opens the door for kids and other people to damage the cliffs (Spray paint and carvings).
- **Trash** - it's only 5 minutes back to the car...Clean up any old tape or garbage (Don't be shy about packing out any trash laying around).
- **Bolts** - The routes here offer reasonable protection for natural lead protection, or can be top roped or bouldered. Please do not place bolts within the park. There are some existing bolts and pitons placed on out lying crags at coopers, these routes are the exception.
- **Pets** - Maintain your pet! This includes keeping fido on a leash and cleaning up the mess.
- **Volume** - No one enjoys having outdoor experience ruined by loud, obnoxious, inconsiderate people! Try to contain your excitement, or distress. The average cliff height is only 40' tall, so you don't need to yell. Please leave your stereo's at home.
- **Falling objects** - No one is perfect and occasionally you might knock an object over the cliff edge. Always Yell "**ROCK**" loudly! no matter what the object is. This will give people below warning.



**1. Colorful Corner (V3):**

One of Cooper's classic boulder problems, a good example of arete climbing at Cooper's Rock. Crimp and slap your way up the arete to a good jug 11 feet up.

**2. The Ray Charles Traverse (V2):**

Star: on the face right of "Colorful Corner" a low traverse left will bring you to a blind move around the arete.

**3. Romulus 5.7 (25 ft.)**

Start: Just left of "Colorful Corner" climb the face to the top.

**4. Remus 5.7 (25 ft.)**

Star: at the left end of the face, climb up the to the roof. Using the hueco holds in the roof to pull the overhang. The top portion can be very dirty after a hard rain.

**5. Right Side Blunt Arete V?**

Start: begin on the blunt arete (right side) climbing up to the horizontal, continue left on the horizontal heading up to the rhododendron at the top.

**6. Triple X (V1):**

This problem follows a series of sharp right-facing flakes to a traverse left and finishing on a large jug.

**7. Raindrop (V1+):**

Begin on Triple X, but continue straight up on positive but small crimpers to the horizontal.

**8. Apes Don't Tape (V3+):**

Begin beneath the jug and crimp your way to it.

**9. Rugosity Wall 5.10 (25 ft.)**

Ascend the overhanging left facing flake system up through the field of iron rugosities, continue up through an awkward roof.

**10. Rock City Crack 5.7 (25 ft.)**

Start: left of the previous crack, scramble to the ledge (5 ft. Up). Follow the crack and flake system which start 8 ft. off the ground, all the way to the top.

**11. Death to Klingons 5.12- (25 ft.)**

This route ascend the series of roofs left of the Rock City Crack, through the steepest point of the wall. Start: Locate a small undercling hold on the lowest roof, follow this line to the top. Beware of your swing should you come off, you'll more than likely end up on the slab behind you.

**12. Green Slab Arete 5.5 (30 ft.)**

Start: Directly behind the Triple X face is an obvious mossy slab called the green slab. Start: on the left most arete of this slab (nearest Romulus & Remus), climb up the arete to the top.

**13. The Green Slab 5.3 (30 ft.)**

Start: Directly behind Triple X is an obvious right facing flake in the middle of the tallest part of the slab. Long webbing and some trad gear are need for top rope anchors.

**14. Ghost (V0-)** Start: at the large crack on this overhanging face's right end. Climb up the crack and pull the lip.

**15. Unknown (V2)** Just left of "Ghost" on the short overhanging wall are a series of shopper holds leading to the lip. Looks fun, but no other information available yet.

**16. Ghoul (5.9, V0-)** Continue let down this overhanging face past the large tree to the next large hand/fist crack. Climb up and over the lip.

**17. Tomb Raider (V3)** At the left most end of this short overhanging wall is an interesting power problem, Start: at the base of the arete (sitting) use a few good holds on the left and placing your feet where you can. Move up to the large sloper knob about 7 feet up, then power up to the large knob at the lip.

**18. Easy way Up (V0-)** Around the corner of this block is a taller vertical wall with good holds throughout...good for warm up and beginners. This is also the best way off the boulder.

**19. Unknown Low Roof (V?)** The low roof offers several boulder problem variations. Be careful of loose rock under the roof, many of the flakes sound a little hollow.

**20. Ship's Prow 5.4 (30ft.)** Attain the ledge above the large roof about 7 feet off the ground. Continue out to the nose and traverse to the right side. Go up on good holds.

**21. Ship's Prow Direct 5.6 (30ft.)** Start just below the nose and to it's right. Climb up to the ledge, then head straight up on the left side of the nose.

**22. Skillful Wall 5.4 (25ft.)** Just right of the roof, continue to the top on this face with good holds

**23. Corrosion Wall 5.2 (25ft.)** Just beneath the large roof, climb up the slab on easy horizontal holds. Once you reach the roof, follow the horizontal crack system to right past the roof. Head up the easy water groove to the top.

**24. Corrosion Direct 5.3 (25ft.)** Fight the vegetation at at the arete of this wall, climb straight up to meet with the previous route.

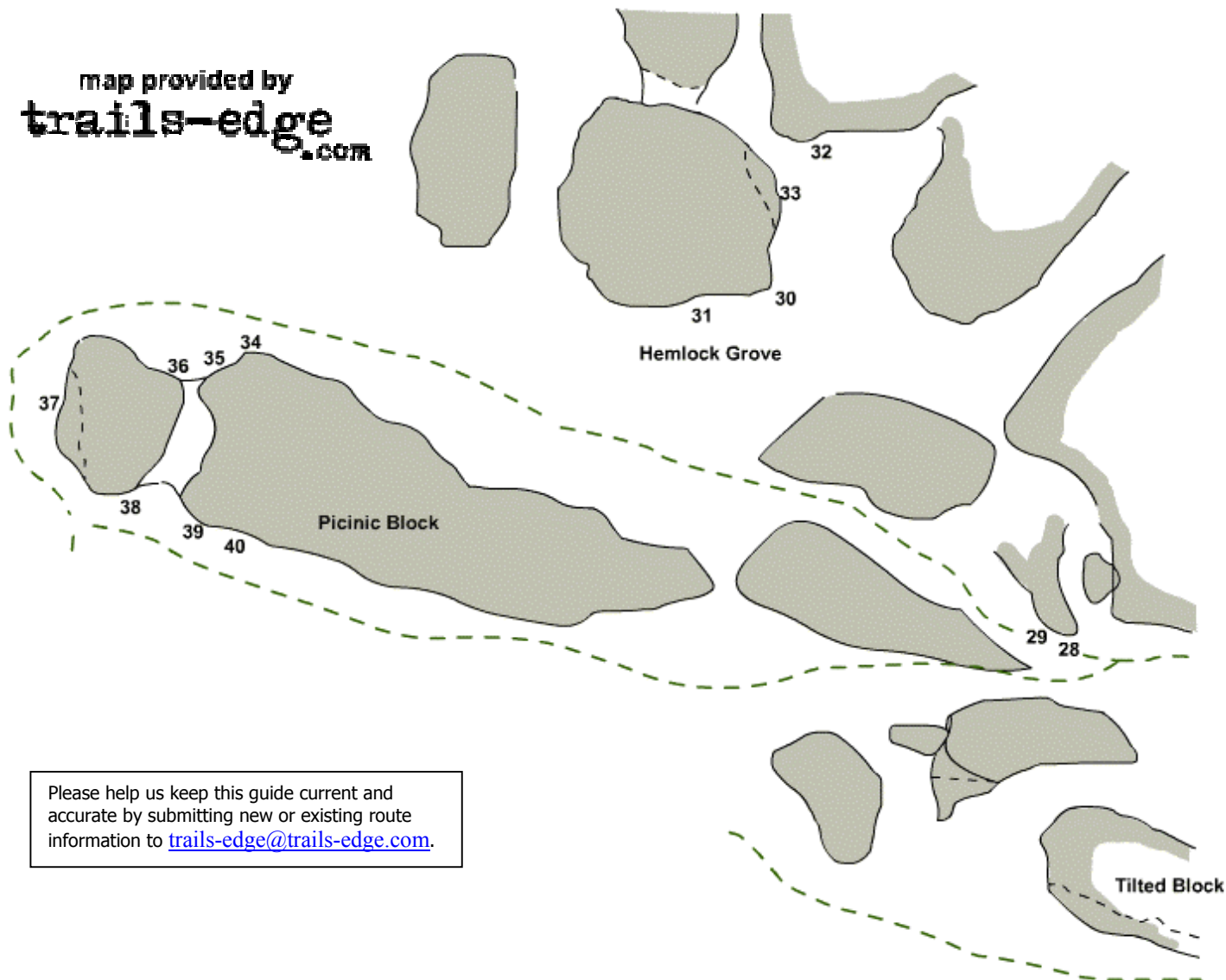
**25. The Bat Eliminate 5.10-5.11(25ft.)** Begin on "Corrosion Wall" heading up the easy holds to the roof. Follow the crack line out the roof to the top

**26. Scots Pine Crack 5.2 (25ft.)** Around the corner from "Corrosion Direct" is an obvious crack system which leads to the top.

**27. Backside Face (V?)** This route used to interest me before the tree fell. Locate the large fallen tree on the backside of Corrosion Block. Climb the face up and left to the top.

**28. Knife Fink V0+ (10ft.)** Watch the landing on this one, a fall from the top could bring you to a painful meeting with the boulder behind you! Climb the sharp overhanging arete to its top, **Dusty**

**29. Face V1 (10ft.)** Just left of the previous route, climb the dusty face to the top.



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**28.) Knife Fink V0+ (10ft.)**

Watch the landing on this one, a fall from the top could bring you to a painful meeting with the boulder behind you! Climb the sharp overhanging arete to its top, Hint: there is an essential pocket near the top on the right.

**29.) Dusty Face V1 (10ft.)**

Just left of the previous route, climb the dusty face to the top.

**30.) Hemlock face 5.6 (30 ft.):**

Start: just right of the arete, climbing up to a triangular shelf (12 ft up), then follow a series of right facing flakes to the top.

**31.) Unknown face (30 ft.):**

Start: just left of the arete, climbing up the rounded and mossy rock to the top. Not much else known about this face.

**32.) Groin Stretch 5.10c (20 ft.):**

Start: just right of Hemlock Face is a pocketed wall (which faces the river). Climb this neighboring face up to the top.

**33.) Unknown (20 ft.):**

Start: just right of Hemlock Face is an overhanging face with pockets.

**34.) Sweet Thirty Six 5.6 (20ft.)**

Locate the large chimney splitting the rock (left). Just left of it, on the large block is a discontinuous crack system. Follow the cracks to the top.

**35.) Sweet Sixteen 5.3 (30ft.)**

Just right of the previous route, climb the rounded holds of this face to the top.

**36.) Picnic Chimney 5.3 (30ft.)**

Climb the chimney on the Hemlock Grove side of the block to finish on the top of the smaller section of rock.

**37.) Dangler 5.10 (20ft.)**

Locate the large roof at the smaller blocks end. Look for the crack which splits the roof, climb the crack system

**38.) Snake's Flake 5.7 (35ft.)**

On the river side of this block and just left of the large chimney, pull through the small overhangs to a fist sized crack. Follow the crack until you can traverse up and right to the top.

**39.) Charming Crack 5.4 (30ft.)**

Just right of the large chimney on the river side of this block, located an obvious crack that begins halfway up the face. Start below it and go straight to the top using the face and crack.

**40.) Drizzle Wall 5.4 (30ft.)**

15 feet right of the previous route climb the face to the top.