

Chimney Rock Village Boulders (AKA Round Top Boulders)

If you are excited about new climbing access, [PLEASE CONSIDER JOINING THE CCC AS AN ANNUAL MEMBER](#)

The purpose of this document is to record ascents on the newly accessible boulders at Chimney Rock Village. Please add your new problems here on this doc. If you have not had a basic orientation, pay close attention to the attached map and please do not trespass. Please note that the trail is now complete as of 11/2021 thanks to the work of many volunteers and CCC! Please help by building landings. Feel free to put up new problems too... there are certainly more to go. Email info@carolinaclimbers.org with your new sends and we will add them here! See CCC website for trail building dates. Enjoy the new boulders and thank you for working on building the trail to this new access!

Trail: Strenuous ½ mile to the “Grandview Boulder”. Many steps up steep terrain. Narrow trail tread. Keep dogs on a leash or do not bring them. Cliff edges are dangerous.

Boulders listed as approached.

*Ok

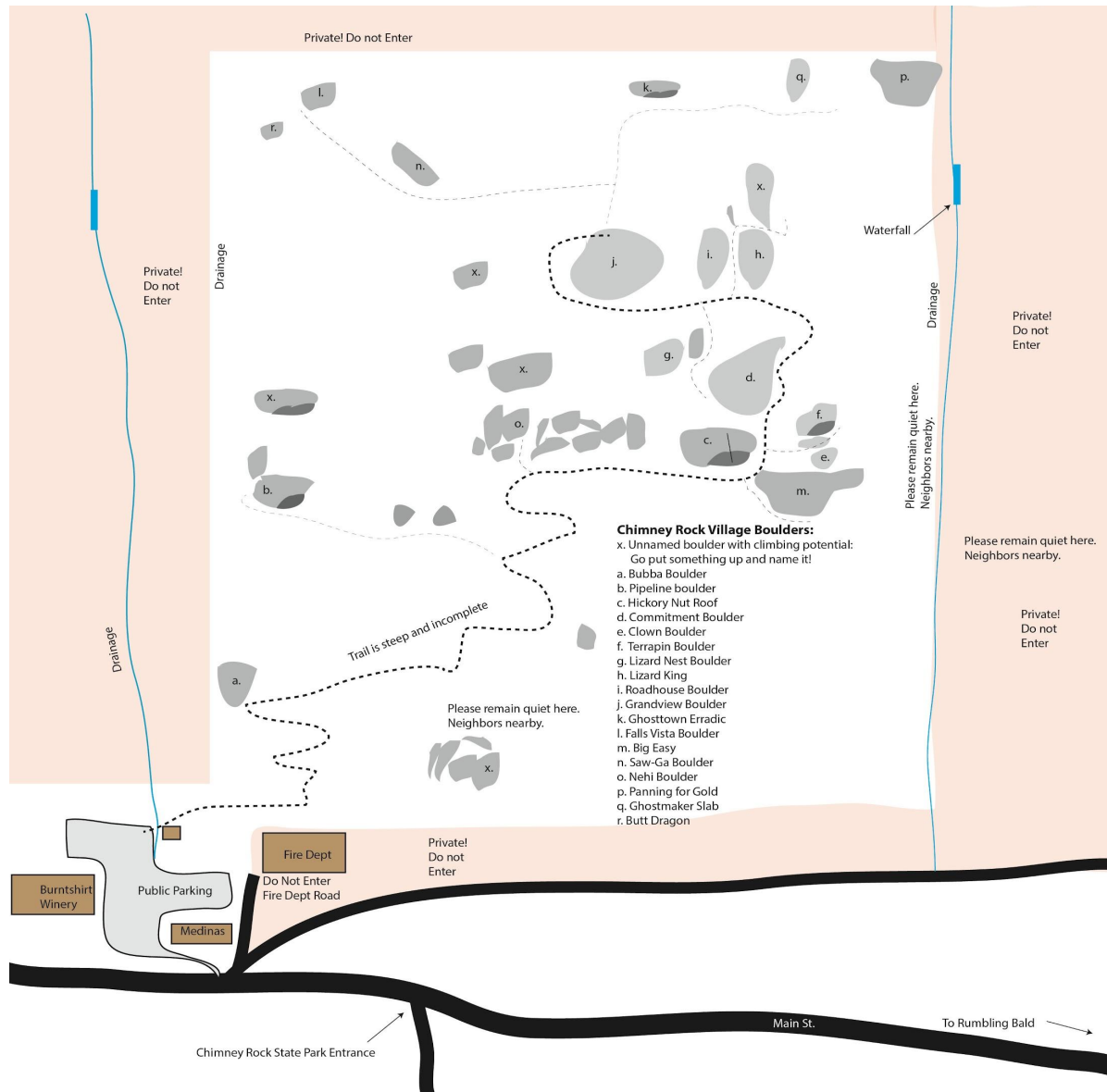
**Good

***Very good

**** Classic



Photo above: Grandview Boulder at the top of the trail that CCC has built.



Bubba Boulder :

This is the first boulder about 2 mins up the trail.

Frontside facing trail: left to right

Nose Project: Go get it

Hubba Bubba V5***: Start on in-cut hands right of the arete then up face aiming for the right facing crimp hold. Keep it together for the top out.

Bubba-licious V4***: Start on low jug rail then to a sloper out left. Then up to same finish as Hubba Bubba.

Bubba Fetch V2**: starts at crack on south side of boulder. Bad landing with weird movement that always somehow feels secure. Climb crack and jugs and hunker under slab, then stand up for final committing slab move.

Backside: left to right

Bakers Bubba Traverse V2- ***: Starts at the left end of backside. Handrail moving right to its end then a friction top out with an exposed landing.

Beginner Bubba V0 : Left side of the backside of the boulder.

V1 dan's problem? Middle of backside of the boulder.



Dan's Problem (Red). Bakers Bubba Traverse (Blue).

Pipeline Boulder

This boulder is about 100 feet above the top of the Bubba Boulder. There is not a trail to it but you can see it from atop Bubba. Left to right.

Luigi's Lunge V1: sit start with hands low on crescent flake. Then up.

Rainbow Road V4**: Same start as the previous route. Climb up the arete.

Peaches' Pounce V5**: Direct start to the previous route. Stand start with your right hand on an incut crimp and left hand on an abysmal crimp. Bring your left foot up to the large hold that is soon to fall off, and quickly slap your left hand up to the arete. Top out.

It's-a me, Mario V4**: Start matched on the undercling under the roof. With one foot on the foot chip in the corner. Keep tension to move right up to a crimp near the lip and find the left hand sloper. Top out.

Mushroom Mantle V3**: One cool move on horizontals. Heel hook and follow hands left. Mantle over the bulge.

Scrabble V0: sit start low then rail right to arete and up.

Mario Kart V1**: Fun arete. start with good hands on arete and high foot. Reach for good jugs and top out.

Clean Pipes V0: simple climb right of the arete, then move out left and mantle protruding block. You can also climb the arrow head spike right of this.



Photo above: Mario Kart.

Lost and Found Boulder: this Boulder is about 40' uphill from the pipeline Boulder. On the map it has an X on it. Left to right.

Lost and found left V2**: start on the large double crescent flake in the middle of the Boulder.

Go up and left on a few crimps to a mantle top out.

Found and lost V2**: start the same as lost and found but go up and right to a good hold on the lip and mantle the top out.

Gym Shorts Drama V3***: start on the right end of the Boulder and follow the sloping rail to the arete and top out.

Locker room V0*: start on the far right end and climb up the short dirty face to the top.

Photo below: Gym Shorts Drama is the rail sloping up and left, Locker Room is to the right (not pictured)

All FRA by Alex Cobb/Pics by Rick Cobb





LAF Boulder-FRA's-Alex Cobb/ Pics-Rick Cobb

Nehi Boulder: This problem can be seen uphill and to the left about 50' before the trail reaches the Hickory Nut Roof Boulder. Look for the section of orange rock capped by a small roof. Right to left.

Nehi V1:** Start on the block at chest height and tackle the roof straight on. This problem would get another star if the hike off wasn't a bit awkward.

Contrived Pleasantries V0*: Climbs the blunt 12' Arete just left of Nehi. Sit start with hands on a great jug. Mantle the jug with hand and foot match. Once 12' up, head out and right to get off.

Is this a Problem V0: Sit start and climb dirty slab right of chossy pillar. Beware of somewhat chossy flake near the top.

Not a problem V0-: chossy pillar. Sit start to gain hueco near tree and/ or arete. Then top out.

The Big Easy Boulder: When you are below the hand crack on the Hickory Nut Roof Boulder, head down hill for this 25' wall with very low angle climbing, neat knobs and flakes, and some greenery. Could be a good top rope for kids. Left to right.

Slow Mo V0-: Farthest left side. Starts at good foot ledge.

The Hill We Climb V0-: Starts on edges 5' left of the flake on 'An Inch an Hour'

An Inch an Hour V0-: Center/ left of boulder. Climb obvious flakes to top. Tall but easy.

Two Feet a Day V1**: Center/ right of boulder. Work up to a large undercling, then balance up knob crystals. The higher climbing is very easy.

Moss Boss V0-: Farthest right side of the tall section of the boulder. Mossy. Starts at a right facing corner/ crack, then head up and left.



Photo above, Big Easy Boulder

Big Easy upper right: find two decent problems with good landings uphill and right of the much taller Big Easy problems.

Post Work Pull Up V1*: Start on nice incuts then up to a fist slot. Top out using a slight edge and smart feet.

Simpleton V0: Farthest right. good holds to a top out that is more fun than it looks.

Hickory Nut Roof: Off the main trail as you approach the Commitment Boulder with huge hand crack. Problems listed left to right.

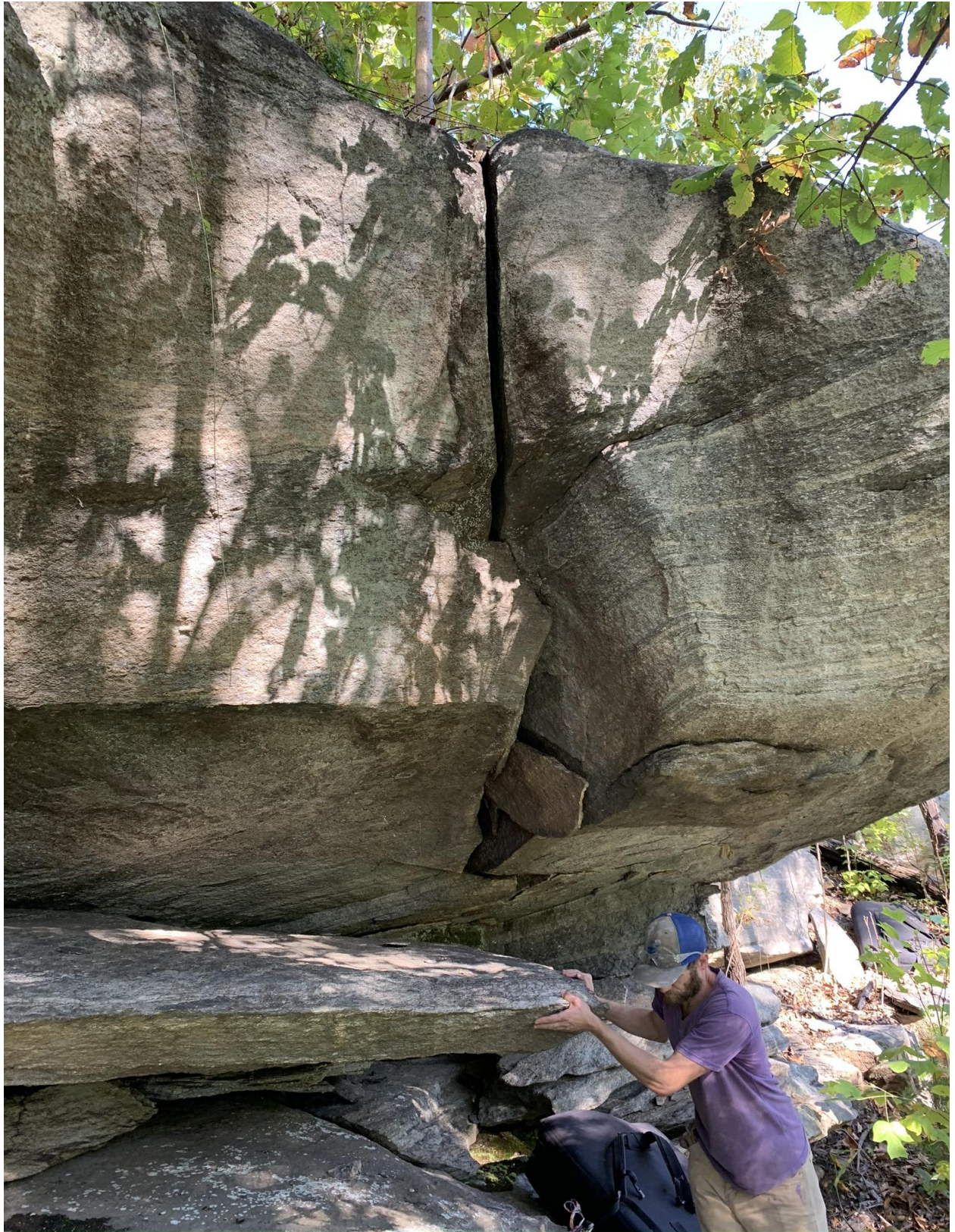


Photo above: Cracking a Smile on HN Roof Boulder.

Stingray V3***: climbs overhung black feature just left of the roof crack of "Cracking a Smile". sit start under block feature, cut feet with hands above block then tricky top out.

Project: Go get it!

Cracking a Smile V2****: Start in the crack just above the large flake stuck in between. Continue up the crack utilizing awesome holds and reach for the lip. You'll smile with relief as you hit the jug and top out. Extremely bad landing, 3+ pads 3+ spotters.

Dare Thee Well V1***: Bad landing but sweet features. Climbs the obvious overhung feature left of the corner. Heel hook out into the exposure then up to a great finish hold.

Crack Corner V0: Short and very easy crack/ corner right of the overhung crack. Top out the roof cap for bonus points.



Photo Above: Gabriel Seitz on his problem, Dare Thee Well V1

Terrapin Boulder:

Just after walking up the gully that's past Hickory Nut Roof Boulder, walk right and you'll find this one with some chossy stuff under the roof. The side facing the creek/ ravine has some good quality problems. Problems listed Left to right

Wrestling a Terrapin V1*: similar to Rumbling Bald's "wrestling an alligator". Climbs lowest protruding boulder. Start left and top out right to stand up (lowball). Flop over the next pancake boulder if you'd like (highball).

Project: Go get it!

Fist Slot V3***: Super fun. Sit start with hands and feet in a hidden horizontal that's just a few feet off the ground. Bear down to throw a hand to a good jug then fist jam to make the next big throw to the lip. Fun top out as well. Good landing.

Shed the Shell V3***: Begin with a sit start with hands in the horizontal crack/rail at the far right end of the boulder, then jam and jug rail left to a flake. Lie back the flake, huck heels up and duck under the roof to get through the window. Fun/ varied movement and good landings.



Photo Above: Dan VanBrocklin on the Second move on Fist Slot.

Clown Boulder:

This is the short boulder just downhill from Wrestling the Terrapin.

Not Clowning Around V2*: Sit start in an awkward position on large low flakes. Make a hard move to the right hand side pull. Stand up tall, aiming for a good left facing edge at the top of the boulder. Grade is pretty height dependent.

Commitment Boulder : This is the boulder that's right on the main trail near the top of the trail. It is tall, and has a great view of Chimney Rock.

Frontside: listed left to right

Full commitment V3*** left side. Exposed arete. Begin down and right of arete, muster a stance, then move left to the easy but exposed arete. Don't fall! Bad landing but easier climbing up high. Crux is close to ground.

Thumbder Cling Thing V2*** Middle of this side. Move up to a solid black Crystal that's useful for a hand after start and a foot later. Under cling mini horizontals and mantle to top. Multiple pads and multiple spotters.

Handcuffed V2*** middle right of boulder. Move up aiming for a white diamond shaped knob. Smear feet and huck for the top.

Lame Duck V0* far right. Shortest problem on this side. Starts just left of tree. Mantle to top.



Photo above: Commitment Boulder Front Side. Full Commitment (purple), Thumbdercling Thing (red), Handcuffed (yellow), Lame Duck (green)

Commitment Boulder Backside:

Short commitment V1* Sit start on horizontal jug rail. 2 moves straight up.

Lateral commitment V0** Great jug rail traverse with exposed finish. Start furthest left on the back side and rail out in the abyss on jugs.

Huck Finn V3*** Begin down near the "tunnel". Stand start on rail, then Huck up and left for the good holds. Great problem.



Yellow: short commitment. Red: lateral commitment. Blue: Huck Finn

Lizard Nest Boulder: 10' slab next to the backside of the Commitment Boulder. Left to right.

Lizard Nest V0: Start on a flake then up slab to mantle the top.

Baby Yoda Frog Face V0-: Climb seam on right side of boulder. 7 year old sent it first!

Beanie Baby Fetchie V0- Kids climb. Sent first by a 3 year old! Climb 8' stacked boulders right of Lizard Nest Boulder.

Roadhouse Boulder and Lizard King Boulder

These two boulders form a corridor and are located just under the Grand View Boulder. When looking into the corridor, Roadhouse is on the left and Lizard King is on the right.



Photo above: V3 on Roadhouse boulder.

Roadhouse Boulder: left to right

Arete Project: Go get it!

Peace Frog V1**: left side of the boulder. Balance to upper edge past the moss, then hand traverse right on the sloping ledge to top out middle right of boulder.

Five to One V5**: start middle of boulder to the left side of a sloping ledge/ hand hold. Work some foot magic to press out the full on mantle.

Moonlight Drive V1**: start on a nice finger edge in middle of the boulder then mantel into slopers

Roadhouse v4*** Begin same as the Moonlight Drive but bust right on rails to top

Waiting for the Sun V6****: start on a flat edge to the right of Roadhouse (just out of frame on the picture below). Use a few crimps to the left to gain a sidepull above the start hold. Find your way to crimps above the sunrise feature, then top out (on the ledge right of Roadhouse). Big ledge on Moonlight Drive is off.



Peace Frog (blue), Five to One (purple), Moonlight Drive (orange), Roadhouse (red)

Roadhouse-Right side

Village People V2- start far right on jug rail traverse until it ends and then go straight up to the crack. Follow left until you reach jug top-out



Photo above: Village People.

Briar Nugget V1*: Climb left edge of small arrowhead shaped boulder in back of corridor between the Roadhouse and Lizard King boulders.

Lizard King Boulder: This is the right-hand boulder inside the corridor. Problems listed left to right

Morrison Hotel V0: Start with both hands on the same slanting hold that Mojo Rising uses for left hand. Then up and slight left to top.

Mojo Rising V1*: begin with hands on low pressing / opposing slopers, then straight up.

The Crystal Ship V0*: begin with stacked pads and high hands then up to an in-cut diamond shaped crystal hold and slight left to top out.

Crystal Ship sit start V6**: sit start on opposing holds then up nothing hands. Pull to the Crystal in Crystal ship.

The Soft Parade V2***: Straight up middle of boulder to its tallest point. Triple pad stack helps the high foot start. Once off the ground, aim for a diamond shaped pinch under a right slanting feature. From pinch, head up to surprise jugs and top out to the right following the slant feature.

Projects: Hard looking



Photo above is Lizard King Boulder: Morrison Hotel V0 (orange), Mojo Risin V1 (yellow), Crystal Ship V0 stand start or V6 sit start (blue), Soft Parade V2 (purple)



Photo above: top of Light My Fire

Backside of Lizard King Boulder: head through the tunnel past the problems in the corridor to reach “People are Strange” and “Light My Fire”

Light My Fire V3*** Great crack with a bad landing. Start with hands high in crack or on the right facing flake (harder). Have good spotters downhill! You can easily bail right atop another boulder if the crux does light your fire.

People are Strange V0. Right after the tunnel, look up. This starts with hands in a fist jam and feet just below tunnel that you just walked through.

Grand View Boulder: 40’ tall giant boulder at top of the trail with a grand view from the top.

Grandview Layback V2**: Climbs flake on right side of boulder. Sit start in protruding flake with optional fist jams then lie back to top.

Razors Edge V6***: Joel sent this one. 30 feet of climbing at least! Start way right then traverse jugs left to sharp crimps and heel hooks. Hard pull with strange body position will land you under Backscratch to top out.

Backscratch V1* : Chimney type feature on left of boulder. Name says it all.



V6 Razors Edge on Grandview Boulder.

Ghosttown Erratic Boulder From the top of the Grandview Boulder, head uphill roughly 300 feet. This is the first of three quality boulders.

Specials Traverse V4****. A lot of upside down climbing and never that far off the ground. Start on far right side of boulder then heel hook and follow jugs to the left to top out past the tree.

Great problem.

Early Bird V3***: Follow Specials Traverse half way across the boulder then exit early on good holds at the lip.



Photo above : Specials Traverse on the Ghosttown Erratic Boulder.

Ghost Maker Boulder-

Big Grey slab left of panning for gold boulder. Bad landing. Be prepped with many spotters and pads.

Left to right.

Casper Prow V0*: climb the prow on left side of boulder. Don't step left to the very easy shelf. This is a nice and easy way to look at some of the other potential problems.

Project: Go get it!

Project: Go get it!

Story of the Ghost V4?***: R rated landing for sure. This has only been climbed rope solo so far. Feel free to snag the proper send. Climb right side of boulder on small nubs for feet. Work up to a 10" crescent hold 15' up. Once committed to the crescent, note the small foot knob just under the crescent. Getting a right foot on this nub instead of a left greatly helps your chance of not falling into the abyss. Climbing is good but falling is not an option.

Panning for Gold Boulder -

This is the big yellowish boulder up and left of the water fall. From the Grand View boulder, head uphill toward the Ghosttown Erratic boulder, but head right to follow faint path, past a big slabby boulder (Ghostmaker). It has several high quality problems with several more to go.

From left to right -

Project: Go get it!

Project: Go get it!

Nugget V5***: Blunt arete. Direct start on small sharp side pulls on either side of the blunt arete. Find the left foot indent and the right footchip. Big moves to some big holds.

Fool's Gold V4***: Begin on the jug right of the mini corner. Very easy with big holds. Climb into Nugget. The throw to the Nugget jug is the crux.

Abandoned Fortune V2***: Start low on good holds, work up through a rail and a couple left leaning crimps to great hold at the top.

Gold Digger V2***: Sweet sequential moves on perfect rock. Right side of boulder. Begin on a rail just under the obvious seam. Start by heel hooking to the good hold in the seam, then up and left on giant holds to the top out.



Photo above: Gold Digger follows seam then left

Saw-Ga Boulder -

From the Grand View boulder, head uphill toward the Ghosttown Erratic boulder, but head left toward the creek as the slope starts to go downhill again. 10' tall with a bunch of big holds. Some choss.

From right to left -

Here comes the Moon V1**: start on the furthest right jug on the boulder then traverse low, to the left on line of good but sometimes chossy incuts. Top out on big holds just right of the crack.

Tree Saw-Ga V0: Climb jugs on right side of boulder. Big holds!

Chaps and Tennies V0: Begin on big jug just right of the mini corner. Very easy with big holds. Use corner and/or jugs.

Shoeless Snow Jackson V2*: Sit start on left side of arete on far left of boulder. 1 or 2 moves to a good crystal just on top.

Choss nugget V0: just left of the main Saw Ga Boulder. Chossy jugs 8' tall. Move up and left to top out.

Slash Slab V0: left of main Saw Ga Boulder. Positive angled romp following slash cracks up a 20' slab by boulder. Bad landing.



Photo above: Saw Ga Boulder

Butt Dragon Boulder -

Located between Saw Ga and Fallsview Boulder. 7' high. Two butt dragging problems on it.

From right to left-

V3- Sit start with heel hook on obvious flake. Mantle to top.

V3- Sit start and climb arete that faces the ravine.

Falls Vista Boulder -

From the Grand View boulder, head uphill toward the Ghosttown Erratic boulder, but head left toward the creek as the slope starts to go downhill again. You can see a small waterfall at the creek, and a good view of hickory nut falls.

From right to left-

V1 fun*- Start 5ft to the right of Heel Euhm, using small edges and eyebrows to top out.

Heel Euhm V2*** Sit start with hands on the rounded flat edge. Throw a heel on far edge to gain a reach for a solid pocket. Stand up and work the small crystals and eyebrows up and right to top out at tallest part of the boulder.

Avoid the Hollows V0: Climb to jugs with offwidth crack in front of you. The crack may also be climbable if cleaned out but the jugs are far more tempting. Avoid falling into the hollows below you.

Avoid the Blocks V3***: Great moves and variety. Never far off the ground with a decent amount of climbing. Avoid the two mini fridge sized death blocks that wobble above. Easily avoidable. Sit start on good rail, heel with right, then to a nice in-cut left hand. Keep working left then mantle the tough top out.



Heel Euhm - Yellow, V1 fun - Blue



Photo above: "Avoid the Blocks" on Fallsview Boulder. They are easy to avoid, marked with an x in pic.