

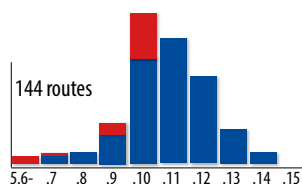
4. SUMMERSVILLE LAKE



15-40 min



SEASON: Year-round



RECOMMENDED

- 182 Hippie Dreams 5.7
- 183 Orange Oswald 5.10a
- 185 She Got the Bosch ... 5.10a
- 183 Strong Arming the Little Guy 5.10b
- 183 Baby Has a Bolt Gun 5.10c
- 178 Satisfaction Guaranteed 5.11a
- 160 Mutiny 5.11d
- 174 Under the Milky Way 5.11d
- 180 Narcissus 5.12a
- 166 Reckless Abandon 5.12a
- 185 Ly'n and Stealin' 5.12b
- 167 Apollo Reed 5.13a
- 167 Mercy Seat 5.13a
- 167 Pod 5.13b
- 167 B.C. 5.13b/c
- 168 Still Life 5.14b



Main-lake parking area.

The Main Area at Summersville Lake is the most popular crag in the region. With the exception of Pirate's Cove, all of the routes start from year-round dry land. The climbing is spectacular, and all the areas are a stone's throw from the water. Getting up off the ground and feeling the open space of the lake behind you is something special. The routes tend to be fairly steep, and generally offer big holds compared to the tweakers so often found in the New River Gorge. This works well for those warm, humid, skin-thrashing days. This is almost entirely a sport area, so a rack of quickdraws is all you'll need to, but bringing a rack opens up a few more options. The Orange Oswald, Long Wall, and Gun Wall all offer extensive lineups of 5.10s. Come to think of it, this area has the highest concentration of 5.10-and-under sport routes in the region. If you're looking for a little more pump, The Coliseum and Narcissus Cave surely have something in store. Climbing aside, it's a great swimming spot as well. The water is clear, warm, and satisfying. It just seems impossible to have a bad day in this little slice of backwoods paradise right here in West-by-God-Virginia.

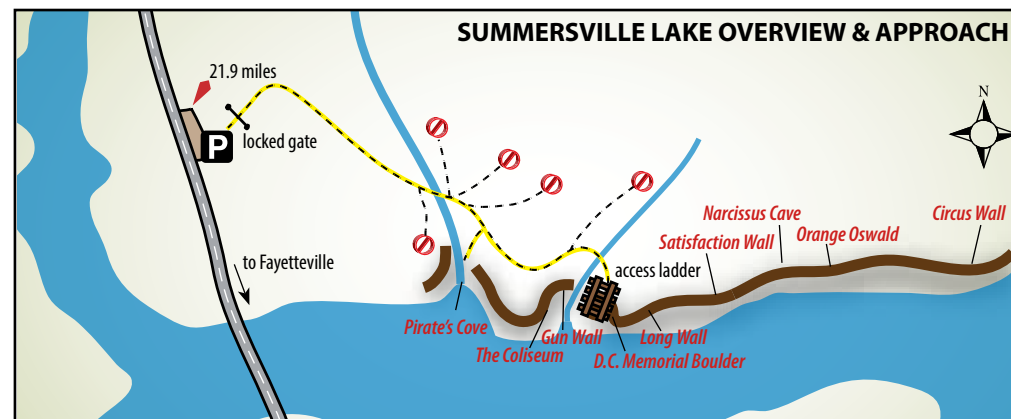
APPROACH DRIVE

From the intersection of Court St 16 and Hwy 19 in Fayetteville drive north on Hwy 19 for 21.9 miles. Just after passing over the bridge crossing Summersville Lake you'll see a large gravel parking lot on the right; pull in and park here.

Note: This parking lot has been the site of frequent car break-ins. During peak season it is a weekly occurrence. Despite the lot being in plain view of Hwy 19, the audacious thieves most commonly use the smash-and-dash method, breaking a window and grabbing whatever they can. Do not leave valuables in plain sight! The Summersville police are aware of this problem and patrol the parking lot regularly. Hopefully this behavior will be curbed in the future.

HIKE

From the parking lot, hike in past the locked gate and continue along the dirt road. As you descend the hill on the backside of the rise the road will fork; take the left fork and cross the stream. After the stream crossing the road forks again; turn right into the



WALL	SUN/SHADE	HIKE TIME	KIDS	DOGS	RAIN	PAGE
1. PIRATE'S COVE	ALL ASPECTS	15 minutes	NO	✓	NO	160
2. THE COLISEUM	sun a.m.	20 minutes	NO	NO	✓	166
3. GUN WALL	sun a.m.	20 minutes	NO	NO	NO	170
4. D.C. MEMORIAL BLD	sun p.m.	20 minutes	NO	NO	NO	172
5. LONG WALL	sun p.m. all-day sun	20 minutes	NO	NO	NO	174
6. SATISFACTION WALL	all-day sun	25 minutes	NO	NO	NO	178
7. NARCISSUS CAVE	all-day sun all-day shade	30 minutes	NO	NO	✓	180
8. ORANGE OSWALD	all-day sun	30 minutes	NO	NO	NO	182
9. CIRCUS WALL	all-day sun	40 minutes	NO	NO	NO	186

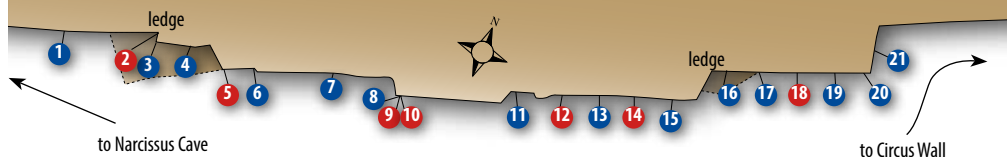
forest. Two hundred feet after entering the forest is another fork in the road. Stay to the right. Hike along this dirt road for about five minutes until an obviously worn trail cuts downhill to the right at an elegantly curved hemlock. This short stretch of trail crosses a stream and brings you to the access ladder. **The ladder is about 20 feet high and can be impassible for dogs and dangerous for children.** Total approach time is about 20 minutes.

During the low-water season it is possible to access Pirate's Cove and the other crags without

using the ladder. After crossing the first stream and turning right into the forest, the road will fork after about 200 feet. Another 200 feet beyond that, the lake becomes barely visible through the trees off to the right. Turn right onto a faint trail and follow it downhill through a party spot (no camping). Descend a rock slab with a fixed hand-line and you'll be on the tree island just left of *Walk the Plank*, route #4 in Pirate's Cove. This is the quickest approach to Pirate's Cove and can be negotiated by an agile crag dog. Unfortunately, it is only usable during the low-water season.



ORANGE OSWALD



4.8 ORANGE OSWALD

Orange Oswald has one of the finest lineups of 5.10 sport routes in the nation. They all offer pleasant movement on brilliant orange and white brick-hard stone. The setting is also unbeatable. A ten-foot-wide strip of land divides the base of the wall from the shimmering lake water, creating a rock-climbing paradise. Even belaying can be a treat, as you soak up the sun with the water lapping at the shore behind you. The only downside is that everyone wants a slice of the goods — this area gets crowded. The wall faces south and gets sun for most of the day.

Approach: From the base of the ladder, follow the trail down to the lakeshore. Hike along the lakeshore (climber's right) passing the Long Wall, the Satisfaction Wall, and finally the Narcissus Cave. Just beyond the Narcissus Cave the trail hits the wall at the base of *Chunko Goes Bowling*, route #6. It takes about ten minutes to get here from the access ladder.

1 Fabulous Groupies 5.9 ★★★

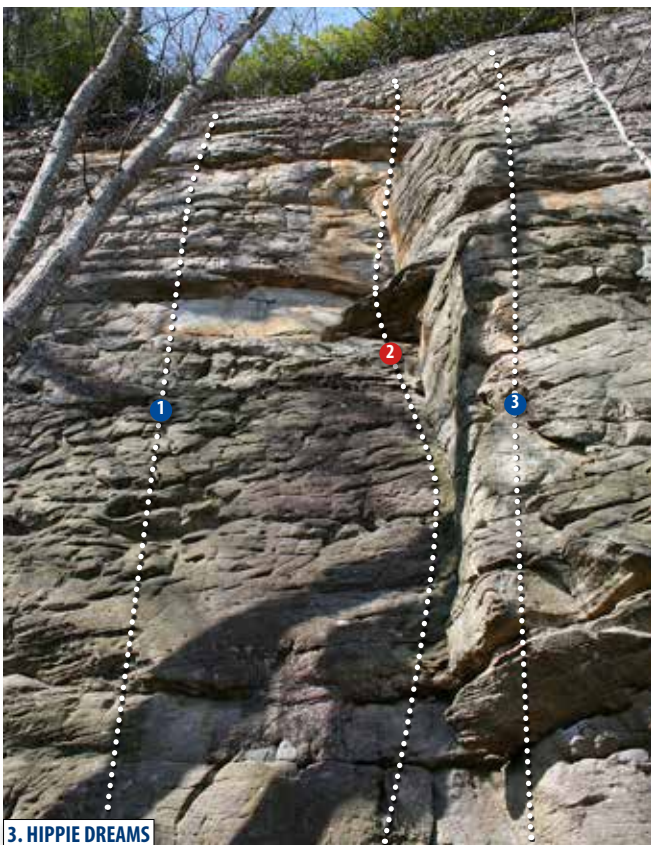
Start up the hill from a little ledge and climb cauliflower rock up the pretty face. 60 ft. 6 bolts. bolt anchor. Gary Beil, John Johnson 1997

2 Unnamed 5.6 ★★★

Climb the left-facing corner and juggy face until it's possible to step right to the *Hippie Dreams* anchor or left to the *Fabulous Groupies* anchor. 60 ft. no anchor.

3 Hippie Dreams 5.7 ★★★★★

This is the hands-down best 5.7 sport route in the region. Start from the ledge and climb the short arête right of the inside corner. The juggy face of mushroomed holds above is more fun than legalized marijuana! 60 ft. 7 bolts. bolt anchor. Gary Beil 1997



3. HIPPIE DREAMS



8. ORANGE OSWALD

4 Souled Out 5.9 ★★★

Walk right along the ledge then carefully solo up easy terrain to the very high first bolt. Climb straight up the face past a tough crux on the smooth orange face. 60 ft. 6 bolts. bolt anchor. Gary Beil 1997

5 The Hell with That 5.9 ★★★

Start from the ground at the left end of the wall and climb past two bolts to gain a ledge at the base of the prominent right-facing dihedral. Plug gear through the dihedral then, at the top of the corner, clip one more bolt and cruise to anchors. 70 ft. 3 bolts. bolt anchor. Mike Stewart 1998

6 Chunko Goes Bowling 5.9 ★★★

Begin at a left-facing flake and climb it to the first bolt. Rest up on the ledge above the third bolt then continue up the steep, chunky face. 70 ft. 7 bolts. bolt anchor. Mike Stewart, Neil Ofsthun, Dave Case 1998

7 Voodoo Surfing 5.10b ★★★

Surf up the face to a break on a ledge. Charge up the headwall before the pump spits you off. 70 ft. 8 bolts. bolt anchor. Dave Case, Mike Stewart, Neil Ofsthun 1998

8 Orange Oswald 5.10a ★★★★★

The wall's namesake route starts at a short left-facing corner. The crux is on some bad holds that usually feel slimy in summer's heat. If this is close to your limit, the run to the anchor may have you a little tweaked. 70 ft. 7 bolts. bolt anchor. Steve Zich 1991

9 Orange Express 5.10c ★★★

Share the start up the left-facing corner as you would for *Orange Oswald* and *Just Say No*. Plug one piece of gear en route to the ledge then clip bolts straight up the face. 70 ft. 7 bolts. bolt anchor. Rudaw Janowicz 2010

10 Just Say No 5.9 ★

Start on *Orange Oswald* but move up and right along the left-facing corner. Finish at the *Strong Arming* anchor. 60 ft. bolt anchor. Gary Beil, Ken McLean 1997

11 Strong Arming 5.10b ★★★★★

the Little Guy
Begin at a head-high arched flake. Little guys on top rope might struggle with the long reaches, but that can be overcome with a little strong arming from the belay end. 60 ft. 6 bolts. bolt anchor. Rick Thompson, Jon McCue 1991

12 No Bolts about It 5.10 ★

Climb the face between the two sport routes. 60 ft. no anchor. Ken McLean, Gary Beil 1997

13 Baby Has a Bolt Gun 5.10c ★★★★★

Start with a fairly dynamic stand-up move to the starting hold. If you're extremely concerned about the onsight, you may want to shinny up a tree to zero in on the sweet spot. The wall above is sustained and fun. 70 ft. 8 bolts. bolt anchor. Shaine Kenny, Dawn Abel 1995