

Directions

Address for parking lot:

17805 River Canyon Rd, Chattanooga, TN 37405

From Chattanooga: Driving to the Pot Point Nature Trail takes approximately 25 minutes. It takes the same route to T-Wall but stops a few miles sooner. The last few miles are winding with blind turns and hills so drivers should be cautious. Take 27N to the exit for Signal Mtn and keep right to get on Signal Mtn Rd. In 1.7 miles turn left onto Suck Creek Rd and follow it for 4 miles before turning left onto River Canyon Rd. Continue 4.2 miles to a gravel parking lot on the right with a sign designating the Pot Point Nature Trail.

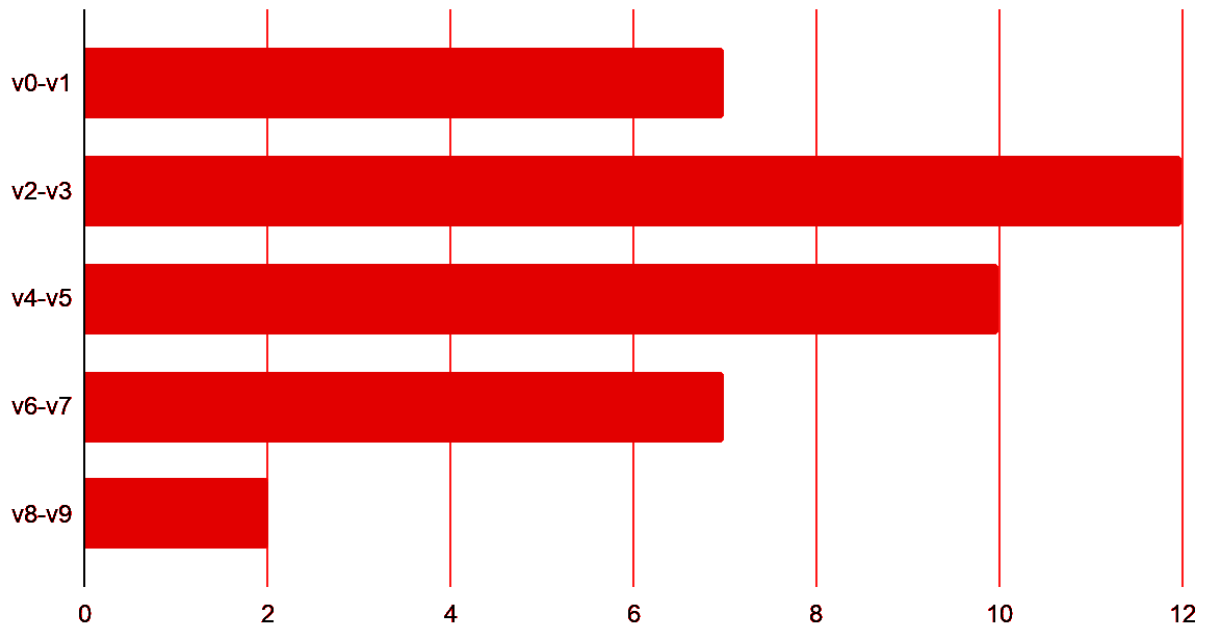
Approach

The hike to the boulderfield is fairly strenuous and takes roughly 30 minutes. From the parking lot there are two trailheads: the Pot Point Nature Trail and the Ritchie Hollow Trail. Take the Pot Point Nature Trail and follow it for approximately 1.5 miles of steep hiking to a terrace beneath the cliffline. Continue until you reach a boulder with an overhanging prow along the trail, turn right past it and you will arrive at the Billy Highball boulder in a few hundred feet.

Climbing

There are about 40 developed problems at the area along with several hard projects and easy warmups left to clean. The boulders are unique for Chattanooga as they have holds similar to the cliff line of the area and more sheer faces than bulges and slopers. Solid footwork, strong fingers and flexibility will be rewarded much more than raw power. Fortunately, when the boulders broke from the cliff they rolled onto an area that is almost completely flat, so the landings tend to be rather easy to protect. The area is relatively new and may require more scrubbing if it hasn't had consistent traffic, especially if it is further down the trail beyond the main cluster. The guide lists problems starting from the leftmost on the boulder and moving to the right. 3 stars-best climbs in the field, 2 stars-good chance you'll like it, 1 star-it's still rock climbing.

Climbs



Ranger Rick's Rainbow Rocket

- Short face with lots of different size holds perfect for new climbers or warm ups. There are too many holds to have individual lines.

Billy Highball

- By far the tallest boulder in the field and definitely one of the best. Be careful, consider bringing a rope and have fun. A kind soul installed rungs on the tree for down climbing.
- NGN Slab** v3 - Use the finger rail near the center of the wall and gain small features with big reaches and high feet to a very committing finale. Just follow the "bolted line."
- Hug Me Back** v4 - The arete right of NGN and left of Mr. Blue. Start on solid feet and thin holds, hugging the arete through insecure moves up to an obvious hueco before a stellar top out. Not quite as sketchy as its neighbors.
- Mr. Blue*** v6 - The two lines on this face are incredible and are extremely impressive but be careful, it's a long hike out. Start on flakes that shouldn't exist and trend left through the mono and crimps to a shelf, gain the shield feature and use the watermelon sized hueco to get on up. The top half is a few grades easier than the bottom.

- Blue Guy** (project) v7 - Begin on small edges, lock your thumb in the mono and find a way to use the edges that are facing the wrong way. Finish on Mr. Blue.
- The Pot*** v7 - A great piece of technical face climbing. Cruise through several cool pockets that bring you into compression using the arete. Use some creative footwork to get set up for the big left hand move $\frac{2}{3}$ up. Keep it together for the top, it isn't as hard but the holds could be better.

The Arcade

- Quality climbs for all levels on this boulder and a good place to warm up and get used to the style of the area.
- Golden Tee*** v5 - Use the big edge on the arete and a thin face hold to reach up to two good crimps. Stay composed and do some big moves to trend just left of arete.
- Coin Slot* (project) v9? - Start on the slot and iron sidepull and stab to a tiny edge. Find a way to get established on the pretty seam.
- Rampage* v2 - Start on the arete left of Paperboy and use small crack holds to find your way up on the ledge.
- Paperboy** v1 - Sit start the obvious crack and reach up for a good edge and sloper, mantle up and have a seat. A great stretchy warm up.
- Antidepressant*** v6 - Compress small edges and jump to a sick edge and a strong finish. Almost a perfect mirror of its neighbor.
- Barbiturate** v5 - Start just left of the trees and do a couple controlled tosses. Almost a perfect mirror of its neighbor.
- Hot tub** v0 - Move up the slab and take a dunk. This line or the trees next to it are the best down climb.
- Frogger** v2 - Press off a finger rail, find the upper right sidepull and slap the slopey top. A delicate dance.

Lunar Bloc

- Fairly short but has the steepest high quality crimp lines.
- Forgotten Jewels** v5 - Start matched on a large rail with a heel hook. Power through some tight moves to gain blocky sidepulls and gastons above the lip.
- Treasure Island*** v7 - Sit start and keep it tight on decent crimps before using some less than ideal holds to establish yourself above the lip.
- Avalanche*** v4 - Slither through sloping holds that could be closer. Starts on the furthest right crimp and goes left and up.

The Battery

- One of the few lines with a crack in it.
- Toe Jam Express* v3 - Sit start jamming in the crack, follow it out to good holds and top out above the crack.

The Mask

- A great boulder to spend some time on especially on cold sunny afternoons. This boulder marks one end of the field.
- The Nape* v1 - Start low on pinch and seam and work up edges to slanted shelf.
- Snuff* v2 - Sit start on jugs, trending left as you utilize sidepulls and crimps.
- The Mask*** v3 - Follow diagonal seam to jugs and cut back right through crack to a sequential topout. Fairly committing but reasonably safe.
- The Mask left** v2 - Follow the seam to jugs and take them to the top.
- Eyepatch* v6 - Start the same as The Mask but more or less goes straight up through a pocket and some thin moves to get to the top.
- Despereaux** v4 - Compress thin holds and throw to an incut, another move or two will take you to the top.
- Banderas* v0 - Climb the crack.

The Alcove

- One dinky problem.
- Little Guy* v0 - Use a few crimps to get to an unorthodox topout.

The Apricot

- Interesting shaped boulder with some pretty rock and strange climbing.
- Opossum Theory** v3 - Start on left facing crimps and move left to a big edge, wrestle the edge to get to some decent holds. Use cunning for the top.
- Jelly Filled** v6 - Get comfortable on low sidepull edges and compress your way up to a trio of edges. Sort yourself out on them and pop up to and over the lip. May have to bring your thinking cap.

Senior

- Solid collection of powerful climbing.

- Mogwai**v3- Start on arete and move up a fun rail. You can start on Gremlin to add a grade or two.
- Gremlin*** v6 - Begin matched on right facing underclings and make a blind throw out left to a great pocket. A few more powerful compression moves brings you to a nice sloping press.
- Gizmo*** (project) v9+ - Get situated on a juggy undercling and use an amazing gaston to make it to the slot. A very stout lowball.

Swiss Bloc

- Can be hard to find in a cluster of smaller boulders uphill from the Arcade.
- Sacrilege* v4 - Pinch the hold hiding in the crack and a hold on the face and slap up the arete. Great moves but short.

Tilted

- Another boulder with just one climb but it is one of the longer ones in the field.
- Sled Dogs* v2 - Traverse the obvious rail from right to left, then reach for a big hold to top out.

Soap

- Just one easy line.
- Buckler* v1 - Sit start on the shelf and move up a series of slot holds in the crack.

The Grovel

- Short boulder with some more possibilities for slab climbing.
- Fat Crack* v0 - Climb the off width crack.

Lunch Club

- A good boulder for an end of the day cool down or an Italian sandwich.
- Salami Arete* v2 - Start as low as you can on the arete using small face holds and heel hooks to the top. You'll have to fight the urge to bail to the slab at every move.
- Deli Rat** v2 - Just right of the tree, start on a knob feature and a face hold, use the crimps to get to a good edge.

- The Clam** v1 - Use the lower hold in the notch and grab the shelf, throw a heel and reach for the jug.

Bugger

- Odd climbing on this one that you'll either love or hate.
- Chest Puffer** v5 - A climb with big holds and almost exclusively toe and heel hooks.

The Sandcrawler

- This boulder has some of the only overhanging climbing in the field. There is more room for climbing on the backside for the masochists out there.
- Lando* v1 - Push off dimples and rely on low angle smears to make it to the top.
- Jawa** v5 - Start on left facing sidepulls, power through a shouldery move and throw to the arete. Make your way through good holds to the peak.
- Darth* v3 - Start the same as Jawa but move right. The tree isn't as dabby as it looks.

The Wind Tunnel

- You could play a great game of telephone through this boulder. A couple decent but short lines.
- Starting Gun* v2 - Would be a lot better if it were longer and didn't have the pedestal. Compress the arete and top out on the face.
- Didgeridoo** v3 - Grip the horn feature coming out of the hole in the boulder and launch up to a crimp to reach good slopers.