



**Ownership:** The cliff is owned by Chickies Rock County Park. They allow and respect climbing. Please do the same.

**Geology:** Lower Cambrian Chickies Quartzite. Interesting animal borings can be found in sections of the rock. These ancient holes, called Scolithus tubes, can be found at various locations about the cliff.

## CHICKIES ROCK

### South Central Region

Located on the east bank of the Susquehanna River, Chickies Rock offers breathtaking views of the South Central Pennsylvania landscape. Imagine climbing one of the overhangs on the Riverview Ledge; your feet quiver as you glance over your shoulder, staring at the cool waters of the Susquehanna, 100' below. This is the setting that surrounds one of the most popular climbing areas in Pennsylvania. At Chickies, high climbs, multi-pitch routes, and a beautiful setting make a great spot to visit for Pennsylvania climbers.

That being said, a few things detract from this area. The rock quality on the high wall is excellent, but the rest of the area leads a lot to be desired. Grass, moss, and dirt are regular fixtures on all other walls at Chickies. Another deterrent is a serious lack of rock. Over 60 established routes are closely packed at Chickies, but you can't escape the reality that this is a small climbing area. One thing that makes up for the lack in size is the height of the rock. The highest section tops out at 135', which makes Chickies one of the highest cliffs in this region and one of the highest in the state. The routes here range from super easy to 5.12+. This is a great spot for beginners and seasoned climbers who want stout trad leads. Topropes are easy to set up at the northwest and southwest ends of the cliff. Make sure you bring a lot of webbing if you are setting up at the south end or high wall section. The north end has a lot of trees and easy walk-ups to set TRs. Many climbers also use the Riverview Ledge for toproping. Please note that this requires an experienced climber to set the ropes and you'll need to place gear for the anchor. People have climbed at Chickies Rock longer than most areas in Pennsylvania. Unfortunately, a lot of the older history was not well documented. It seems like everyone I talked to said they climbed there, some as far back as the 1960s, but was unwilling to claim any first ascents. It is known that some of the earlier climbers were Curt Harler, Jeff Martin, and members of the Pennsylvania Mountaineering Association. Mike Pantelich developed and named a few routes along with Joe Urkovich and Mike Reaber. Some of these were The Library, Sunday Morning and Witch's Brew. In later years Hans, Tony, and Hugh Herr as well as Barry Rusnock, Jeff Batzer and Eric Horst were active leading some of the more difficult lines at Chickies Rock and developed Space Ace as well as other climbs. Sue Holland wrote a guidebook for Chickies in the 1980s. This book documented the names and grades of all the climbs at Chickies.

**Access and Restrictions:** The park asks that you adopt a leave-no-trace ethic. Bolting and fixed anchors are not permitted. Please keep noise to an appropriate level and conduct yourself in a polite manner if the park officials appear. Remember it is a privilege for the county to allow climbing. Please

respect this so that we may continue to climb here for years to come.

Rack: A standard rack will suffice for most routes. Small, medium, and large cams and nuts are standard fare here. Large pro is useful on certain routes.

Hazards: The clifftop at Chickies is a popular destination for vandals, rock trundlers, glass breaking aficionados, and other folks who don't know people are climbing beneath them—or worse, do know. On a few occasions, people have claimed their lives from jumping from the top. Please beware of falling glass, rocks, trees, bodies, etc.

Nearby Areas: Governor's Stables, Michaux State Forest, Pevine Island, Kelly's Run, The Emerald Haven, Atomic Crag, Psychedelic/Sex Wall, Mason Dixon Crag, Safe Harbor, Euro Wall, Star Rock, The Black Wall.

### Directions

Park at the Furnace Road parking area for Northwest Lancaster County River Trail (NLCRT). Follow the trail east and south until you get to the cliff. The first area you encounter is the Northwest Buttress. Do not park or access the area from the River road areas that are marked NO PARKING.



### □ 1. Frosted Flake 5.3 PG

Climb the dirt-filled flake and crack near where the hillside meets the left end of the cliff. Climb past a tree to gain a fern-covered, low-angle slab. The climb ends on the ledge. This climb is often utilized to set up topropes or as a downclimb option. You should be comfortable with the accent first to use this as a downclimb.

### □ 2. Unnamed 5.9 R

Climb the greenish-colored face between Frosted and Solution. It's a fun little route almost always done as a toprope. The climb is fun and easy to group in with all the climbs on this short wall.

### □ 3. Solution Crack 5.8+ PG/R

Cruise the nice finger crack to its top. Arguably the best climb on this small wall. It is popular for climbers to toprove this and climbs to the right and left from the ledge.

### □ 4. Great Expectations 5.11a X

This is a great climb, but is often dirty. Start 2 feet right of the finger crack (Solution Crack), and climb to a small overhang 14 feet up. Pull the center of the hang on thin edges and cruise to the ledge above. You can probably protect using the crack, but it is off route.

### □ 5. By Pass 5.10a X

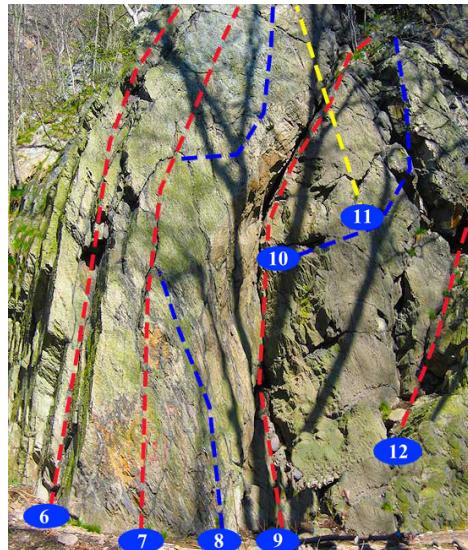
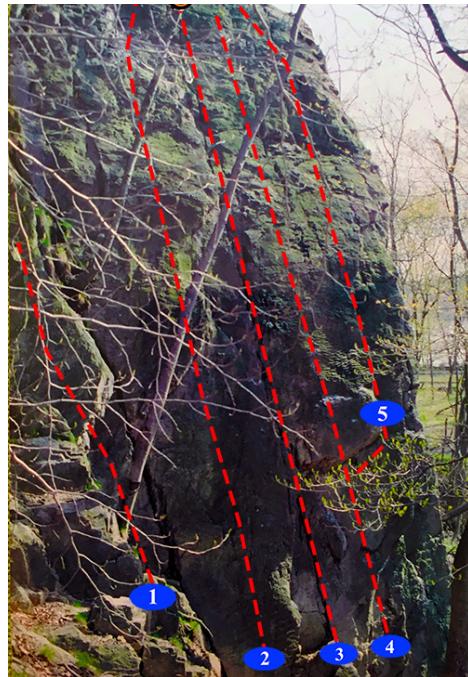
Keeping off Solution Crack, climb to the right past the ceiling on Great Expectations to a shallow corner. Go up this corner to the ledge. This climb is a really fun line up the wall that is well worth climbing. It makes a good toprove as well.

### □ 6. Hit and Run 5.6 G

Ascend the small right-facing corner a few feet right of the previous climb to a small pseudo-overhang near its top. Climb through this feature to the ledge above. This is a short and easy route that offers a good warmup. Optionally, you can continue on to the top of the cliff by following the path of least resistance up horizontals and partially using the wide fault, crack. Continue up to a ledge. From the ledge work up and along the easiest line, crossing over horizontals and continue to the top.

### □ 7. Northwest Corner 5.4 G

This is the large obvious arete/corner on the far left edge of the Chickies Rock outcrop. Climb the path of least resistance to the top of the greenish-colored corner. Keep on the edge the entire way up.



### □ 8. Northwest Buttress 5.8 X

Pull on nice edges at the large corner to gain a crack that starts 10' up. Follow up and slightly right, arching rightward above the Ivy League off-width. You can end this route on the ledge or do a second pitch. The second pitch steps far left into a cleft that wanders up to the top following the line of easiest resistance which basically goes up and right diagonally to the top. The second pitch is not often climbed so be mindful of loose rock and dirty holds.

**□ 9. Ivy League 5.6 G**

Best to skip this climb. Climb the gross off-width crack just right of the Northwest Corner. This climb is often wet. Var. 1: Begin in a shallow crack in the gully left of the off-width. Var. 2: Start at variation 1 and climb straight up and escape out left when the rock gets very steep. Var. 3: Same as Var. 2, but continue up the steep rock all the way to its top. Stemming to the off-width is off route.

**□ 10. Drop Out 5.5 G**

Scum up the Ivy League off-width and escape right out an undercling-flake at 18'. Move out right on the flake to gain a gully out to the right. The climb ends on the grassy ledge above. There are two options for shortsecond pitches. The first goes off the main ledge where all the other climbs end and hits teh arete above, climb this to a roof that is escaped out right and then go up to the summit. Another variation follows the wide gully up then immediatly steps right on to the nice white-colored face. Protection is somewhat tricky to find and the grade is areound 5.7 for both variations.

**□ 11. Quad-F 5.3 PG**

I give this climb an interesting diversion and 140 feet of intresting moves over not-so-appealing but somewhat fun rock. Pitch 1: Climb up the crappy gully 10' right of Ivy and 12' left of Thorny . You can begin this climb on the chossy wall any place you like, then gain the gully at 16' and end at a ledge at 75'. Pitch 2: From here, follow the path of least resistance up corners and faces to the top.

**□ 12. Thorny Thicket 5.0 PG**

Often wet, always dirty. Run up the easy corner 45' left of the cave to a tree. Then cruise the easiest path to the top. The easy path to the top follows around 200 feet of climbing so be mindful of rope snag and rope drag, depending on the line you take up the cliff.

**□ 13. Horny Ticket 5.4 PG**

Up the face just right of Thorny, past a small overhang at 14', then up steep orangish- colored rock to the top.

**□ 14. Unnamed 5.3**

Cruise up the corner to the right of the previous route. An obscure climb but a fun route to throw in the mix when climbing here.

**□ 15. Unnamed 5.4**

Explore grassy ledges slightly right of the previous climb.

**□ 1. The Great Escape 5.9+/5.10a R**

Climb the dihedral just off the right end of the bouldering cave, then follow a crack that goes out the leftmost portion of the giant roof above.

**□ 2. Hard Times 5.10b PG**

Find two trees about 8' right of the bouldering cave. From the left edge of the leftmost tree, climb the slimy greenish-colored rock near some flakes to gain the center of the large overhang. Navigate the overhang halfway between the routes to the right and left.

**□ 3. Waitin for a Train 5.8+ PG**

Pitch 1: Start 20' right of Hard Times between two trees. Climb a short, right-facing corner to a large overhang 20' above. Move out left under the overhang, up a small corner, and move out right to a flake. Pull the lip and move left to belay. Pitch 2: Move left and up to an obvious corner above. Move right and find the overhang where a crack splits through it. Climb through the roof and up to the summit.

**□ 4. Milt's Roof 5.9 PG**

Begin right of the second of two trees that are close together. Climb up and move out left to the roof at a small right-facing corner in the roof. Climb the roof at this corner and continue to another right-facing corner at the roof's right edge. Continue up and right to the ledge above at 75'.

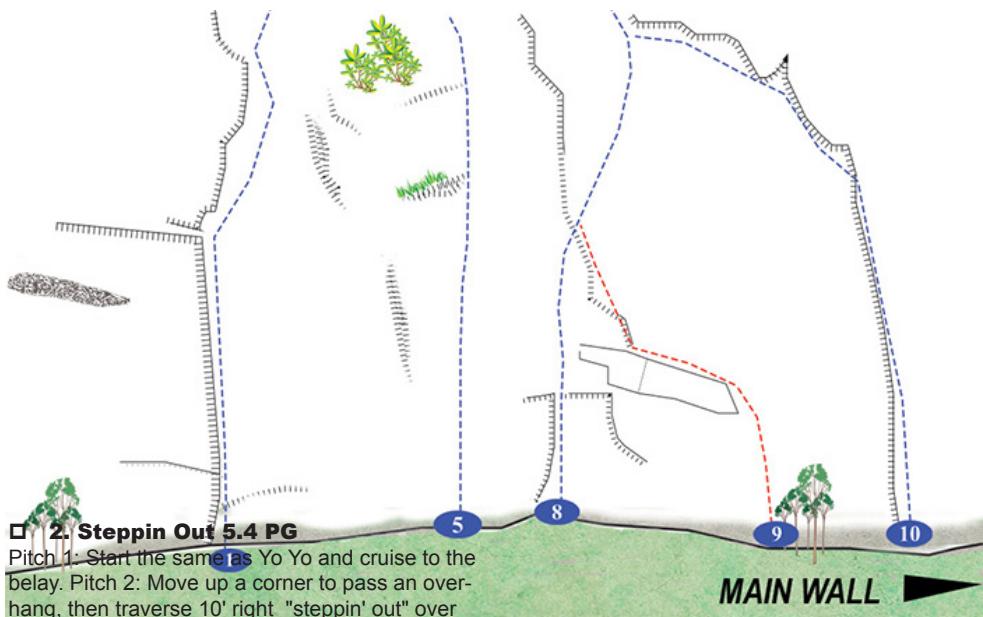
**□ 5. Hugh's Roof 5.9 PG**

Start the same as Milt's Roof, or slightly right of it, and climb up to a small overhang that juts out beneath the main overhang. Climb over this and through a V-notch in the large overhang. Continue to the ledge above.

**□ 1. Yo Yo 5.3 G**

Easy, dirty, and best left undone. Climb the large gully system a few feet right of the giant overhang. Several variations can be done at the beginning and upper section. The easiest follows grassy sections, past the path of least resistance, to the top.





### □ 2. Steppin Out 5.4 PG

Pitch 1: Start the same as Yo Yo and cruise to the belay. Pitch 2: Move up a corner to pass an overhang, then traverse 10' right "steppin' out" over the overhang. Continue straight up to the top.

### □ 3. Orangutan 5.9 PG

Pitch 1: Climb the large YoYo corner to the ledge 70' up. Pitch 2: Climb up right to a large corner with a roof at the top. Follow a crack to the roof, climb out the roof, then climb the face and corner above.

### □ 4. Wild Orangutan 5.10a PG

Pitch 1: Start the same as Yo Yo and belay at the communal ledge 70'. Pitch 2: Climb up to the roof above (Orangutan Roof) and move right to a steep wall. Move around the corner to the summit.

### □ 5. Easy Street 5.2 G

Run up easy, unappealing rock just right of the large gully. Continue up the easiest path to the top. Most climbers break the climb into two pitches, midway up, to reduce rope drag.

### □ 6. Frigid Face Direct 5.6 PG

Pitch 1: Start at the right end of the overhang 15' right of Yo Yo. Climb the shallow left-facing corner and pull around an overhang at its right edge. Belay on ledge above. Pitch 2: Go up to and through an overhang then move over ledges to a corner and the top.

### □ 7. Frigid Face 5.9 PG

Pitch 1: Climb the crack 6' right of the previous climb to a small grass ledge 12' up at a right-facing corner. Climb the corner to the ledge on top of the overhang. Pitch 2: Same as for the previous climb.

### □ 8. The Plaque 5.10a R

Pitch 1: Start at a small overhang left of greenish-colored rock at a block. Climb through the overhang and continue up a steep face to a belay ledge at 55'. Pitch 2: Run up a corner to a steep face, past ledges, to a corner and the top.

### □ 9. Chalk Circle 5.6 PG

Start just right of the previous route and climb a broken crack to a steep face and a belay ledge above at 55'. Climb up ledges and a corner to the top. Can be done in two pitches.

### □ 10. Chickies Direct 5.7 PG

Pitch 1: Look to the right of The Plaque, and you will see a large overhang with a big corner that leads to this overhang. Climb this slabby corner to the center of the hang. Escape left to pull the left edge of this overhang. Pitch 2: Climb an obvious corner to a steep face above, then follow ledges and a corner to the summit (same as for The Plaque).

### □ 11. Unnamed Roof 5.10a TR

Climb the left-center of the roof slightly right of Chickies Direct. An exciting toprope with a great position high above the Susquehanna River.

### □ 12. Posideon Adventure Project

Climb the center of the roof. Rob Holzman dabbled with the moves and felt 5.13 was a likely grade for the problem but loose rock and changing features made it not see an actual ascent. Bolt placement would make an excellent route here. This is basically the massive, blank roof high up on the Chickies Rock formation.

### 1. Too Easy 5.4 G

The name says it all. Start a few feet right of the start to Chickies Direct in the woods just before the clearing for the high wall. Climb the face to the chimney and follow this big feature to the top.

### 2. Witches Brew 5.3 G

A bewitching route that begins at the large clearing; this is the leftmost crack that goes up the high wall to a large chimney high above. Get on you, broom and fly up the obvious crack to the Riverview ledge-system. At the ledge, spook left into the large, obvious chimney; then brew some moves into the chimney capped by a block. The crux is at the top of the chimney.

### 3. Kissing Wall 5.5 PG

This climb starts the same as Witches Brew and follows the Witches crack up to the chimney. From the chimney, step right, approximately 15' under the overhang. Smooch into the right-facing corner, step into the base of the corner; then traverse left to the arete and climb it to the top.

### 4. Main Street 5.5 PG

Pucker up and follow the Witches Brew crack or climb a few feet right of it (slightly harder and less pro) until you are 10' below the Riverview Ledge. Traverse right about 10', or straight if you took the direct variation to the Riverview Ledge.

### 5. Lester Molester 5.8 RX

A long time ago there used to be graffiti painted that said Patty Lester. The graffiti is now gone; start about 10' right of Witches, and climb up a slabby face to a horizontal, then to a small ledge that is under the left end of the large Library dihedral. Break left and continue up glassy slab to the Riverview Ledge at 100'.

### 6. For Madmen Only 5.7 R

At the shallow right-facing dihedral at orange-black-colored rock, go up and left through shallow cracks/horizontals until you are under the right tip of the large dihedral (Library dihedral). From here step right and up into a crack that is midway between the Library dihedral out left and the Snow Flake arete out right. Climb the crack to the Riverview Ledge.

### 7. The Library 5.5 PG

Read your way up the large, obvious dihedral at the right side of the high wall. Traverse left into another dihedral and climb to a roof; move left, and continue to the giant (Riverview) ledge. Walk off the ledge or continue on any of the upper routes off the Riverview Ledge.

### 8. Touch and Go 5.9 R

Between The Library and Snow Flake, follow technical moves up the nice arete that pulls through an overhang.



### 9. Snow Flake 5.4 PG

Follow The Library up the first dihedral and flurry right at its top. Move 5' right along the ledge then continue up to finish.

### 10. The Notch 5.9 PG

Grunt through the obvious notch between Snow Flake and Sunday Morning.

### 1. Sunday Morning 5.4 G

Start at a large, broken, indented section of rock, a few feet right of the previous climb. Climb through steep, blocky features in this broken indentation to a ledge 35' up. Continue to break out right and follow a cleft through easy terrain and grassy ledges to the top.

### 2. The Lower Undercling 5.8 G

Start the same as for the previous climb. At an overhang in the broken section, traverse left out an undercling below the roof. Continue up the corner above to the Riverview Ledge.

### 3. The Undercling 5.6 G

If you do the previous climb you should do this variation. Start on Sunday Morning and follow it past the blocky section to the ledge. Find the higher of two underclings and traverse left to the arete. Follow the thrilling and aesthetic arete to the Riverview Ledge.

**□ 4. Hollywood 5.7 PG**

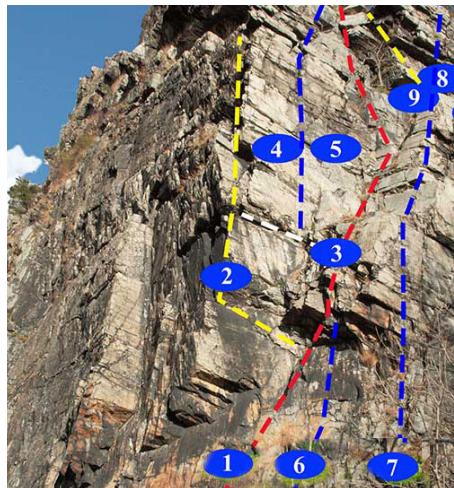
A truly famous line. Start 10' right of Sunday Morning at a glamorous crack and climb it to an overhang with a notch. Climb through the notch to a ledge above. Continue up the middle of the face to the Riverview Ledge. Belay here or move right 10' and climb the right side of the face to its top.

**□ 5. Train Wreck 5.7 PG**

Same route as Hollywood but at the top-third of the route, crash slightly left of the Hollywood line, and climb up to the top.

**□ 6. Shrimp Scampered 5.5 G**

Climb the rock 15' right of Hollywood; climb an arching curve of rock, and angle left to an overhang and a notch. Pull through this notch and move up to join Sunday Morning to the top. From the Riverview Ledge follow a corner to the summit.

**□ 7. Train Station 5.1 G**

Scramble up or down the dirty corner at the right side of the small wall at the south side of the outcrop.

**□ 8. Nuts 5.4 PG**

Climb the slab on the short, south face of Chickies Rock. After the slab, choose a line up some cracks to a small overhang. Pull the overhang at its easiest point.

**□ 1. Riverview 5.4 PG**

Start at the left side of the ledge near a corner in the small roof and move left through the overhang to the top while following the easiest path.

**□ 2. Inverted V-Overhang 5.10c PG**

Start the same as the previous climb; pull through the first overhang, then move left toward a larger overhang pulled at its apex.

**□ 3. Space Ace 5.10b PG**

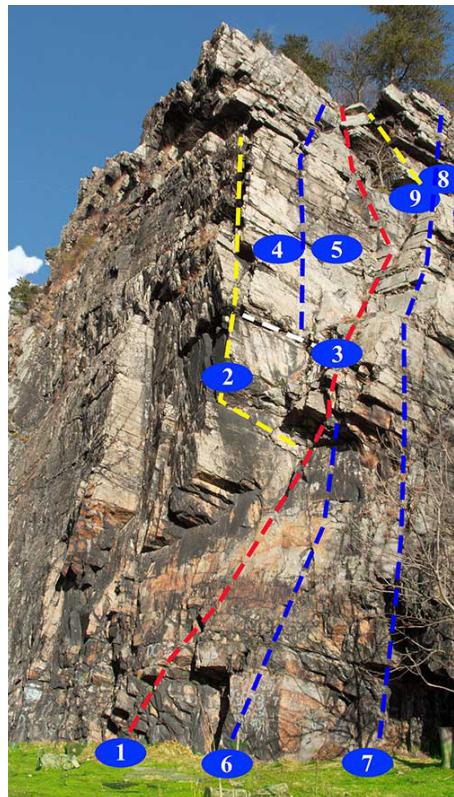
This climb is outta this universe. Climb up to the second of two overhangs (same as for the previous two climbs), and pull the right edge of the overhanging V-notch.

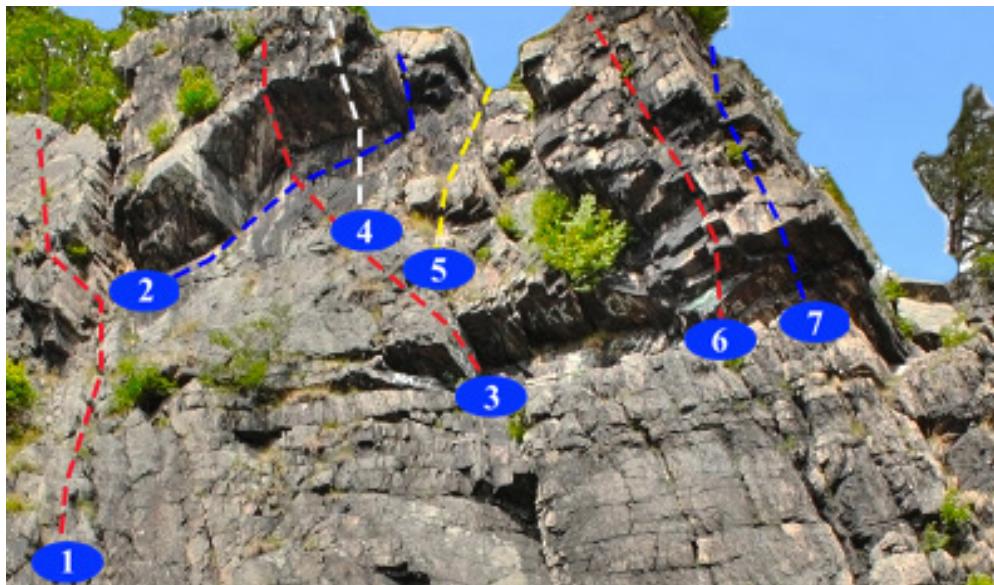
**□ 4. Ape Call 5.8 PG/R**

Start this climb between the right side of the Riverview Ledge and the left edge of the massive block that rests atop this ledge. Climb the left side of the overhanging blocks; take a gasp of air, then move right and onto the face.

**□ 5. Mike's Roof 5.10a PG/R**

Right of the previous climb, pull a large pointed overhang at a crack and notch. This climb basically pulls the center of the large block through the lip of the big roof between Ape Call and Mike Jr.





**□ 6. Mike Jr. 5.9 PG/R**

Difficult to place gear. This climb starts around the right corner of the ledge and overhang (left side of the Southwest Buttress near the top section of Hollywood). Climb just right of the previous route at a horizontal crack in the roof pulling the right side of the small roof just off the Riverview Ledge.

**□ 7. The Corner 5.7 PG**

Just right of the previous route, follow a corner to the right side of the overhang. Pass this area and climb to the top.

**□ 8. Belly-flop 5.5 G**

Start at the left side of the Southwest Buttress and climb the easy face to a corner and ledge. It is possible to walk the dirt trail at the right side of the buttress and traverse the ledge. Flop up the easy, broken-up corner, and escape left around the overhang. There is a big tree above for TRs.

**□ 9. Paul's Pop Off 5.9 PG**

Start the same as Belly Flop and climb to an overhang. Move right to the overhang and pull through it off-routing a block or a stem, left, that reduces the grade considerably.

**□ 10. Zig 5.4 PG**

Gain the ledge via the dirt trail at the right of the buttress or by climbing the face below. Right of the previous climb, zig over sloping ledges to steeper rock; pass the Paul's Pop Off overhang at its right edge, and continue straight to the top.

**□ 11. Zag 5.5 PG**

Gain the ledge via the dirt trail at the right of the buttress or by climbing the face below. Begin 5' right of the start of Zig and Zig-Zag, and zig straight up to a bulge/overhang. Move right to a crack and the top. Be careful not to zig or you'll be doing the previous route.

**□ 12. Zig-Zag 5.4 G**

Right of the Pauls Pop Off, follow sloping ledges to steeper rock and break right at the right end of the overhang. Traverse out right at the bottom of a bulge and climb to the top.

**□ 13. Southeast Corner 5.2**

In the farthest ad rightmost corner a few feet right of Zag, climb the corner to the top of this short, 30 foot section of rock.

**□ 1. Standard Undercling Crack V0**

SDS and climb the crack at the left side of the cave.

**□ 2. The Exorcist V5**

SDS and climb the center of the roof.

**□ 3. Lower Traverse V1**

SDS and climb the lower rail.

**□ 4. Upper Traverse V2**

SDS and climb the upper rail.

**□ 5. Bouldering on the Pinnacle**

From the top of the cliff at its left side, you can see a large pinnacle off in the woods. Several highball problems can be done on this large boulder.

This guidebook was made from an excerpt from the new PA Climbing guidebook. For new guides for climbing and bouldering and the most comprehensive library of guidebook apps for the US check out [www.nextascent.org](http://www.nextascent.org)