

ROGERS PARK

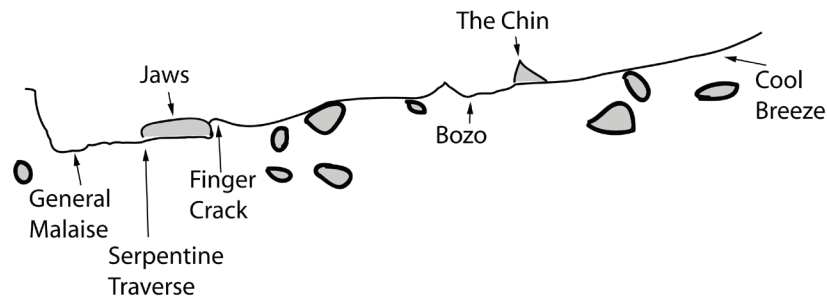
Roger's Park is an excellent bouldering destination on Lake Belton. The cliff bands are generally in the shade from the trees making this a nice summer destination. During periods of heavy rains, Roger's Park can remain wet for awhile due to the lack of direct sunlight. Several problems have high topouts making a crash pad a wise idea.

The beta provided here is the short version. Not all problems and all walls are listed in this guide. For a complete guide to Roger's, the best book to get is Texas Limestone Bouldering by Jeff Jackson.

Boulder problems and walls are described left to right.

Little Cave

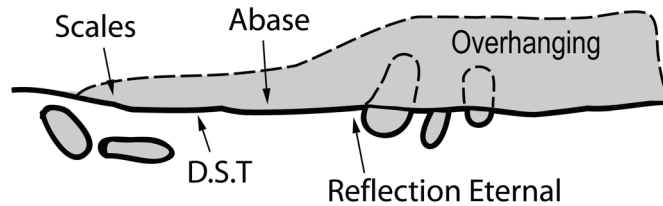
The first bouldering walls you reach, marked by seamy cracks and a dwarf sized cave. The Prominant feature of this wall is a wide right arching dihedral. The wall itself is about 12 foot tall.



- General Malaise - V4
Start on crumbly jug to the left of the crack, up through slopers to slabular top out.
- Serpentine Crack - V1
Around the bulge from the cave; hard finish.
- Serpentine Traverse (SD) - V3
Starting in the dihedral, traverse left along the seam, finish serpentine crack.
- Jaws (SU) - V1
Originates in right arching crack. pockets and thin seam angle left out roof. Stellar. 3 stars * * *!!
- Finger Crack (SU) - V0
Ascend crack in dihedral right of something.
- Bozo - V2
Around the corner from finger crack. starts in good pocket just left of the chin.
- The Chin - V0
Less than vertical dihedral to small roof. also marked by broken orange flakes.
- Cool Breeze - V1
20 foot right of the chin. slab below cedar tree with sparse pockets.

Abase Wall

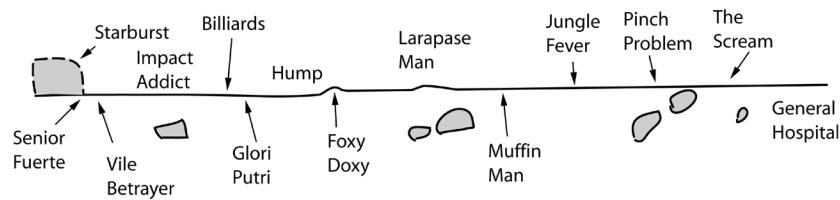
The next large overhang, the right side is a steep, black, nearly featureless cave.



- Scales (SD) - V6
Start on spook eyes, very thin pocket out bulge.
- Desert Storm Trainer (SD) - V3
Starts on small turkey leg shaped hueco under roof. pull roof and finish abase. This problem is V5 if begun with a low traverse from starting hold of abase.
- Abase (SD) - V3
Start under roof on brown hole. slopy huecos out roof then finish left.
- Reflection Eternal (SD) - V9
Starts behind large block, pull to wormy seam and finishes left around corner.

Billiards Wall

A long wall streaked with pockets, billiards wall is reminiscent of the gymnasium wall at hueco tanks. beware the topouts on this wall, they are high and tenuous. Billiards wall is located just after the black cave past the abase wall.

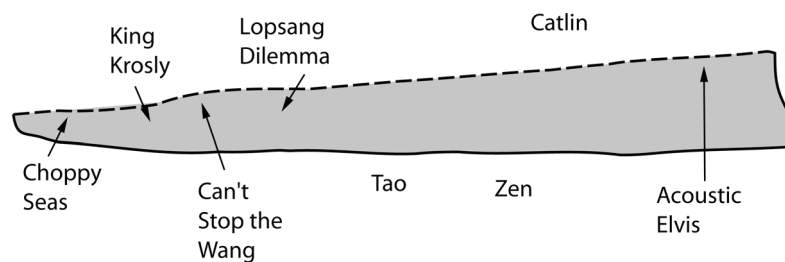


- Señor Fuerte (SD) - V6!
Sit down start under the blunt arete on the right side of the big roofs, cut left on the line of pockets. Area classic.
- Vile Betrayal (SD) - V2
Same start as fuerte. blind dyno around corner to the right.
- Impact Addict (SU) - V4+
Pull straight out through large shallow hueco, and up the highest part of the wall. also the finish of the billiards wall traverse.
- Billiards Wall Traverse - V5!
Start low and right by tree, the same start as glory putri, traverse left on pockets, finishing impact addict.
- Glory Putri (SD) - V2
Starts behind tree. finishes slightly left on horizontal crack.
- Hump Problem - V3
Dyno up to the obvious hump, then pull over.
- Foxy Doxy - V3
The black dihedral.
- Larapase Man (SD) - V2
Sit down start right of Foxy Doxy.
- Muffin Man (Jumping) - V5
Start in front of large boulder. Jump start to slopy edges and up thin face

- **Jungle Fever (SD) - V7**
Ten feet right of large block which sits by wall. starts matched in round hole with two finger pocket, the next hold is also a two finger. finishes on the good holds on the face.
- **Pinch Problem (SD) - V4**
Starts in oval shaped hueco, right hand to pinch. finish slightly left.
- **The Scream (SD) - V2**
Climb up through the two gold streaked huecos. Bad Landing.
- **General Hospital - V3**
Pockets five foot right of the scream.

The Pit a.k.a. The Trashcan Wall

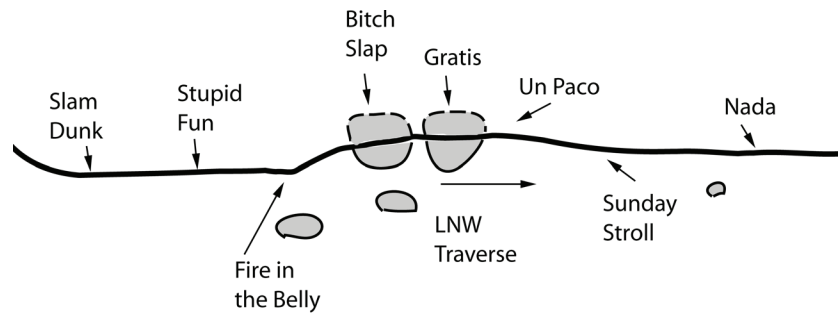
Big grey sweeping overhangs, above the back of the cove. the first major roof after billiards wall, the pit marks the half way point of the bouldering at roger's park. several awe inspiring lines are found here.



- **Chippy Seas (SD) - V3**
Left side of the wall. start on orange crack and traverse left on sharp protruding holds around the corner and off the wall.
- **King Krosly (Standing) - V4++**
Start standing with right had edge and go left through the large hueco in the roof.
- **Cant stop the wang (SU) - V10**
Start in horizontal slots and go to faint two finger at the lip/
- **Lopsang Delimma (SD) - V6**
Start on reach problem. traverse left and huck roof at long thin pocket.
- **Tao (SU) - V7**
Subtle prow with gland hueco with long green stain. start with left hand in mono stack, right on bad sidepull.
- **Zen (SD) - V5**
Obvious line which splits the center of the wall. start low in the hueco, long moves past diagnostic crack and pockets. high top out left.
- **Catlin (SD) - V6**
Harder and bolder right hand version of zen.
- **Acoustic Elvis .. moment of clarity (SD) - V7?**
Fifteen feet right of zen. start on good slot, three bad holds gain the hueco. super high top out.

Little New Wall

A nice wall with patches of ferns, reminiscent of the greenbelt. Marked by many diagonal blocky features.



- Slam Dunk (SU) - V3
About 25 feet left of tree that supports boulder on lichen green scoop. move up through triangular fin.
- Stupid Fun (SD) - V1
Fifteen feet left of tree, start on broken thread through with good feet up through baguette shaped hueco to sloping top out.
- Fire in the Belly (Brush Stroke) (SD) - V5
Ten feet left of tree that supports capstone. start on crimp and sharp mono up and left through undercling pinch.
- Bitch Slap (SD) - V4
Just left of tree start in orange jug. straight up.
- Little New Wall Traverse (SD) - V4
Start on slots five foot right of tree which supports capstone. traverse entire wall finishing on the far right side.
- Gratis (SD) - V2
Start in two slots five foot right of tree which supports the capstone. right and up to block, then finish un poco.
- Sunday Stroll (SD) - V3
Start on undercling just right of orange rock. reach right hand out to pocket, then straight up on slopers.
- Nada - V0
Same Start straight up big features.