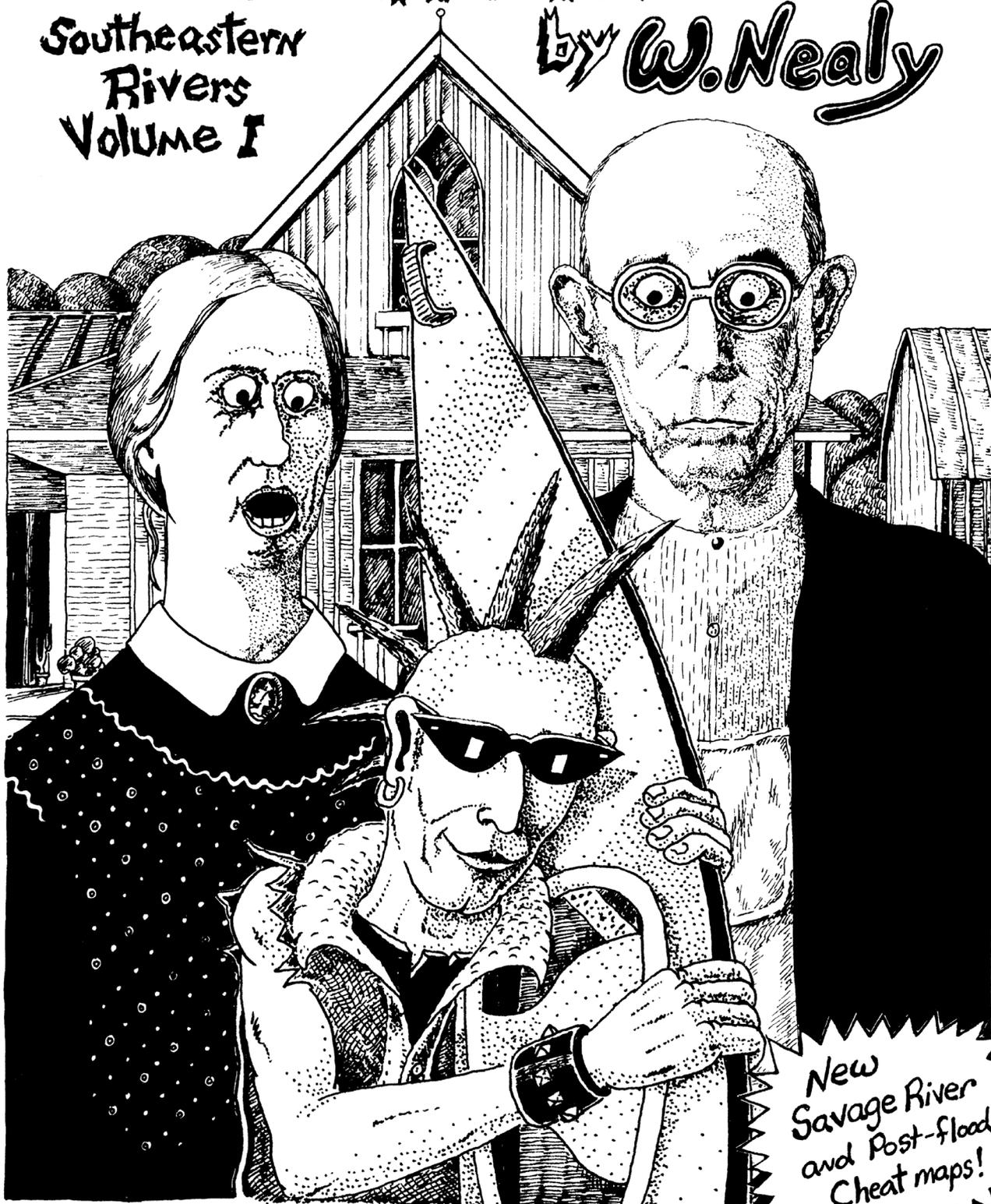


WHITEWATER HOME COMPANION

Southeastern
Rivers
Volume I

by W. Nealy



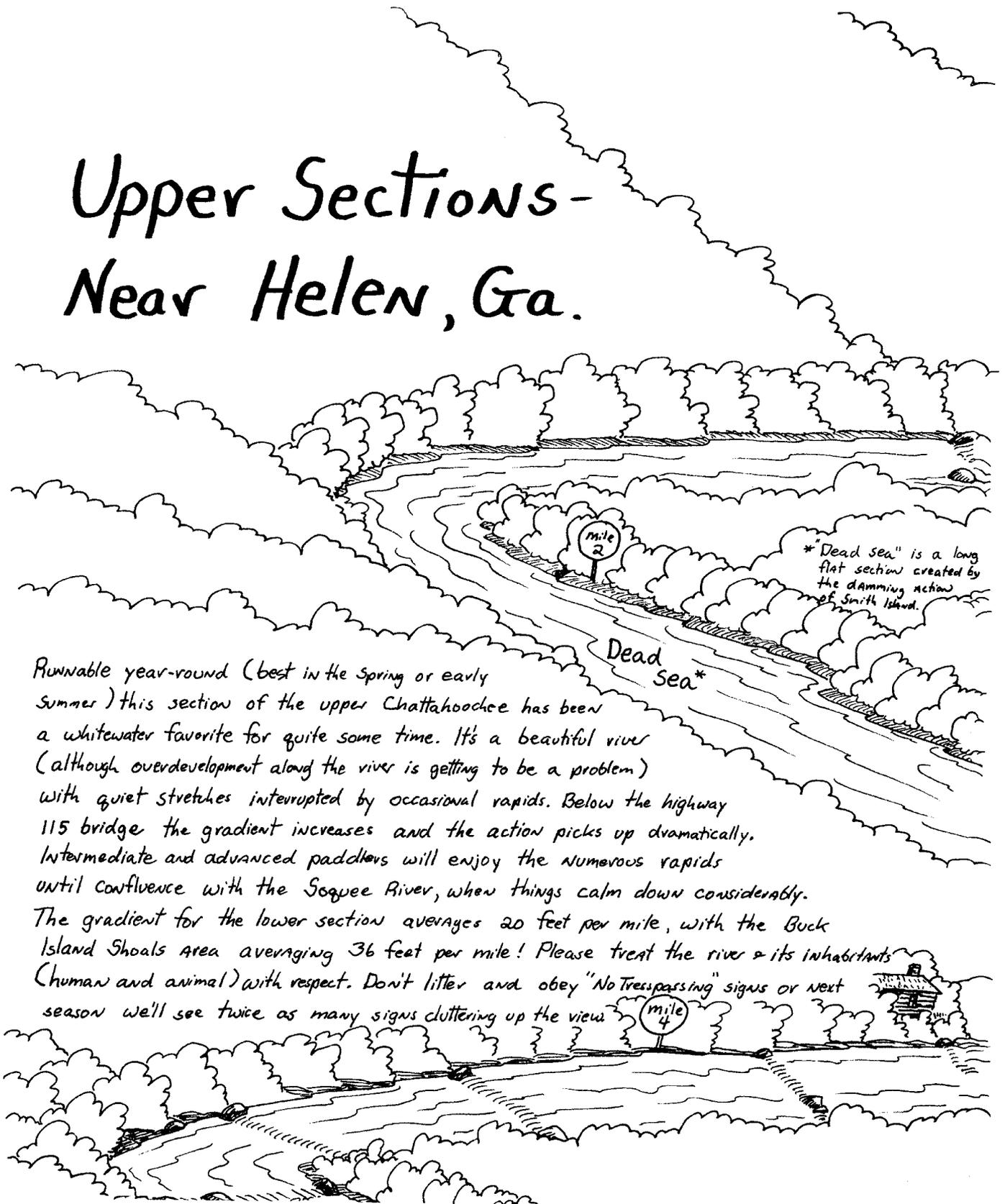
New
Savage River
and Post-flood
Cheat maps!

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CHATTANOOCHEE

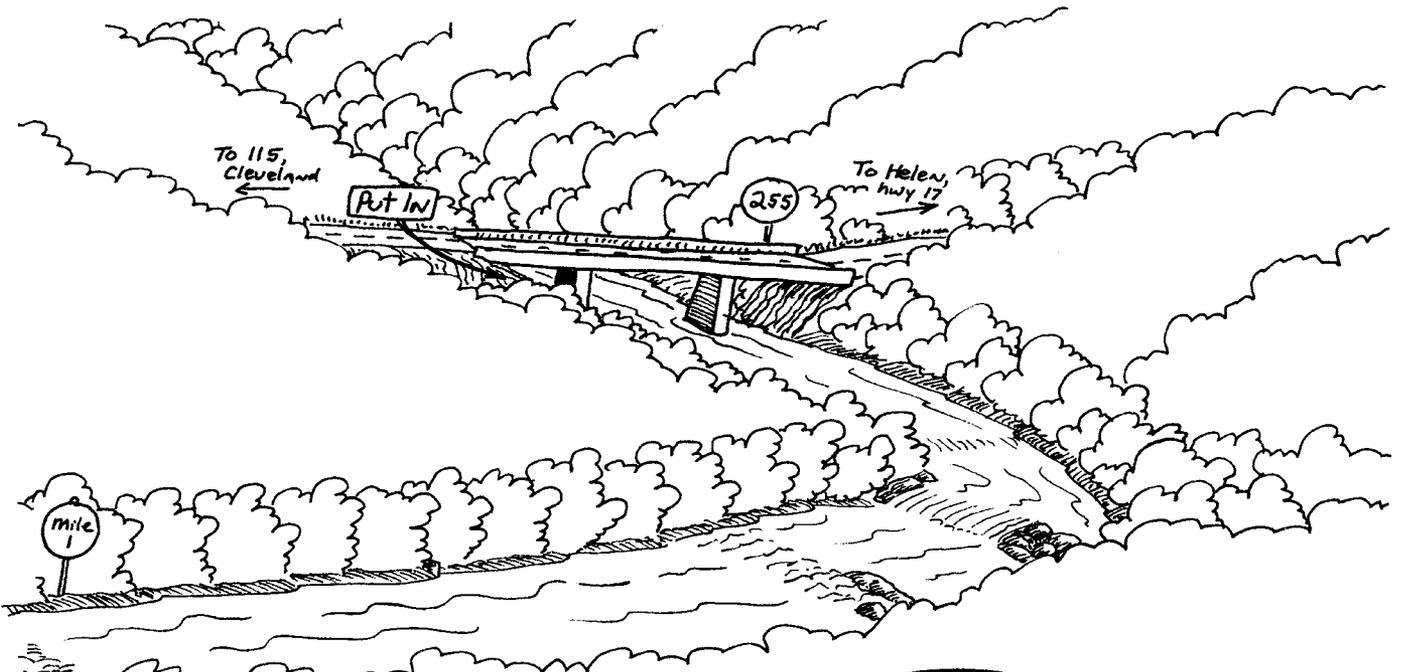
Upper Sections - Near Helen, Ga.



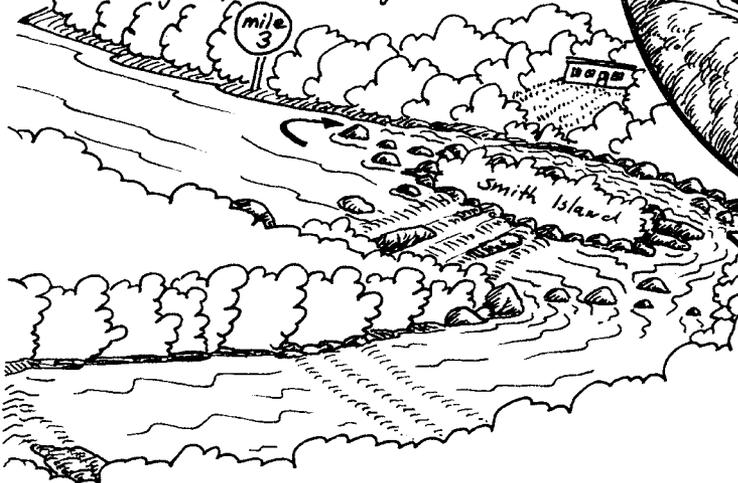
*"Dead sea" is a long flat section created by the damming action of Smith Island.

Runnable year-round (best in the spring or early summer) this section of the upper Chattahoochee has been a whitewater favorite for quite some time. It's a beautiful river (although overdevelopment along the river is getting to be a problem) with quiet stretches interrupted by occasional rapids. Below the highway 115 bridge the gradient increases and the action picks up dramatically. Intermediate and advanced paddlers will enjoy the numerous rapids until confluence with the Soquee River, when things calm down considerably.

The gradient for the lower section averages 20 feet per mile, with the Buck Island Shoals area averaging 36 feet per mile! Please treat the river & its inhabitants (human and animal) with respect. Don't litter and obey "No Trespassing" signs or next season we'll see twice as many signs cluttering up the view.



Smith Island Rapid - Class II (III) After a long calm stretch ("Dead Sea") you pass a granite outcrop on the right. Take out on the top end of Smith Island below to scout the left channel. Run by starting and staying left for the first two ledge series, then move right for the bottom chute. There's a nice pool below in a grotto-like setting. The right side of the island is runnable above 3' with right of center being the best route.



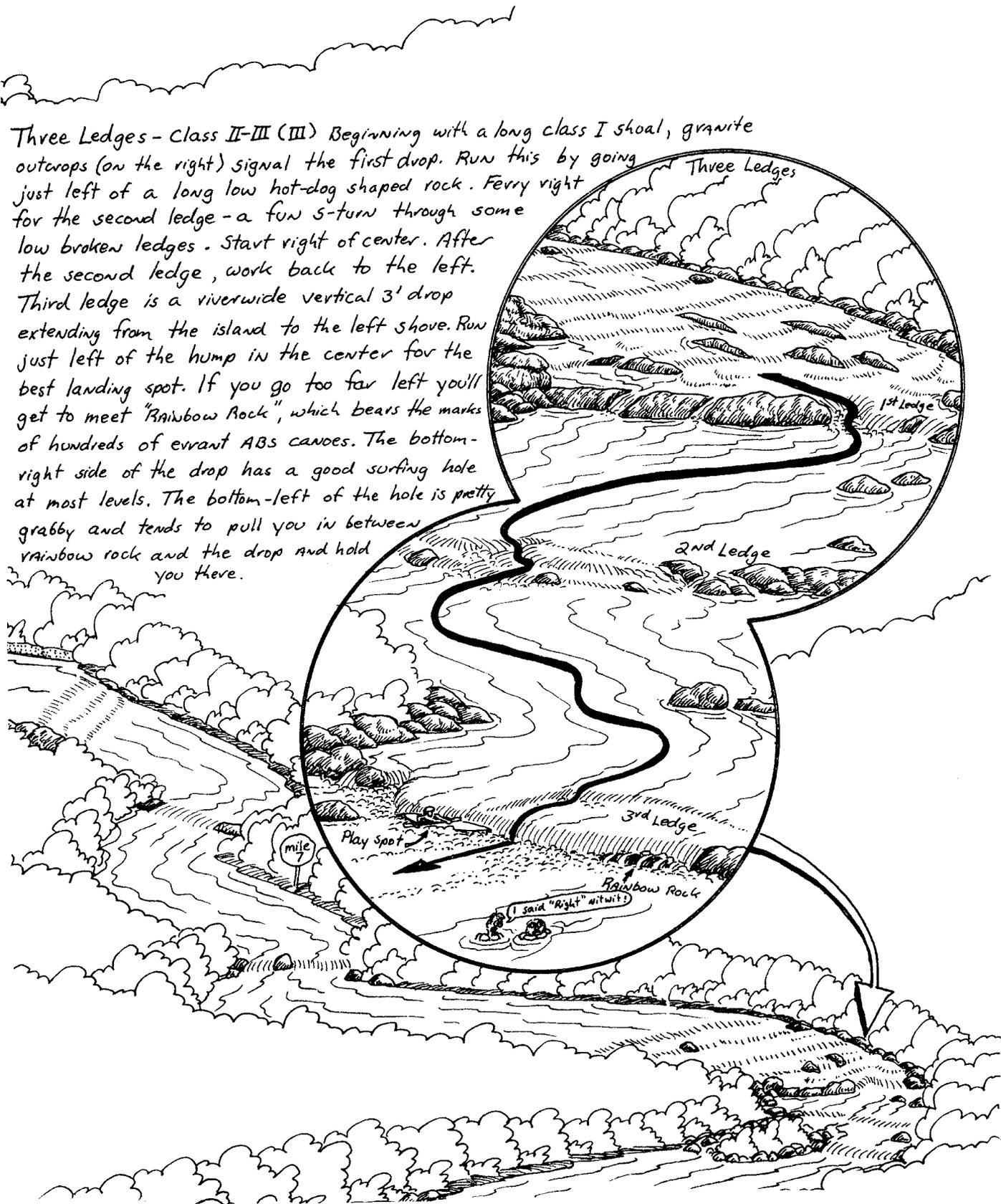
Chattahoochee River - Continued

USGS Gauge - Located 150 yds
upstream of 115 bridge on the East side.
.8' - 1.4' low water
1.8' - 2.5' medium
2.8' - 3.5' high
4' & up very high water

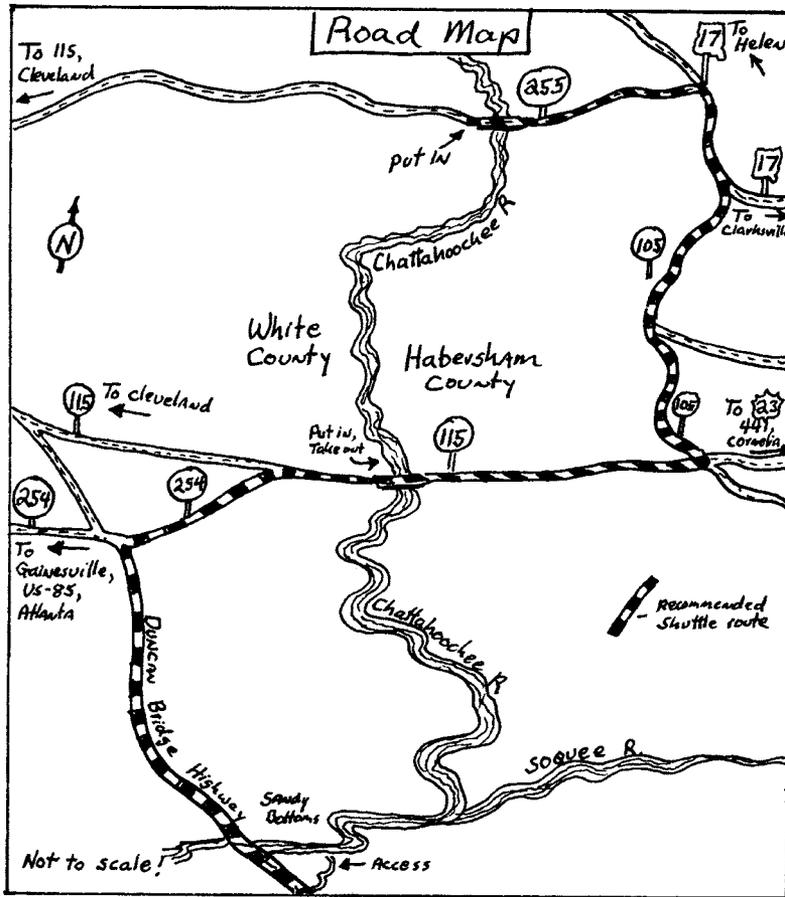


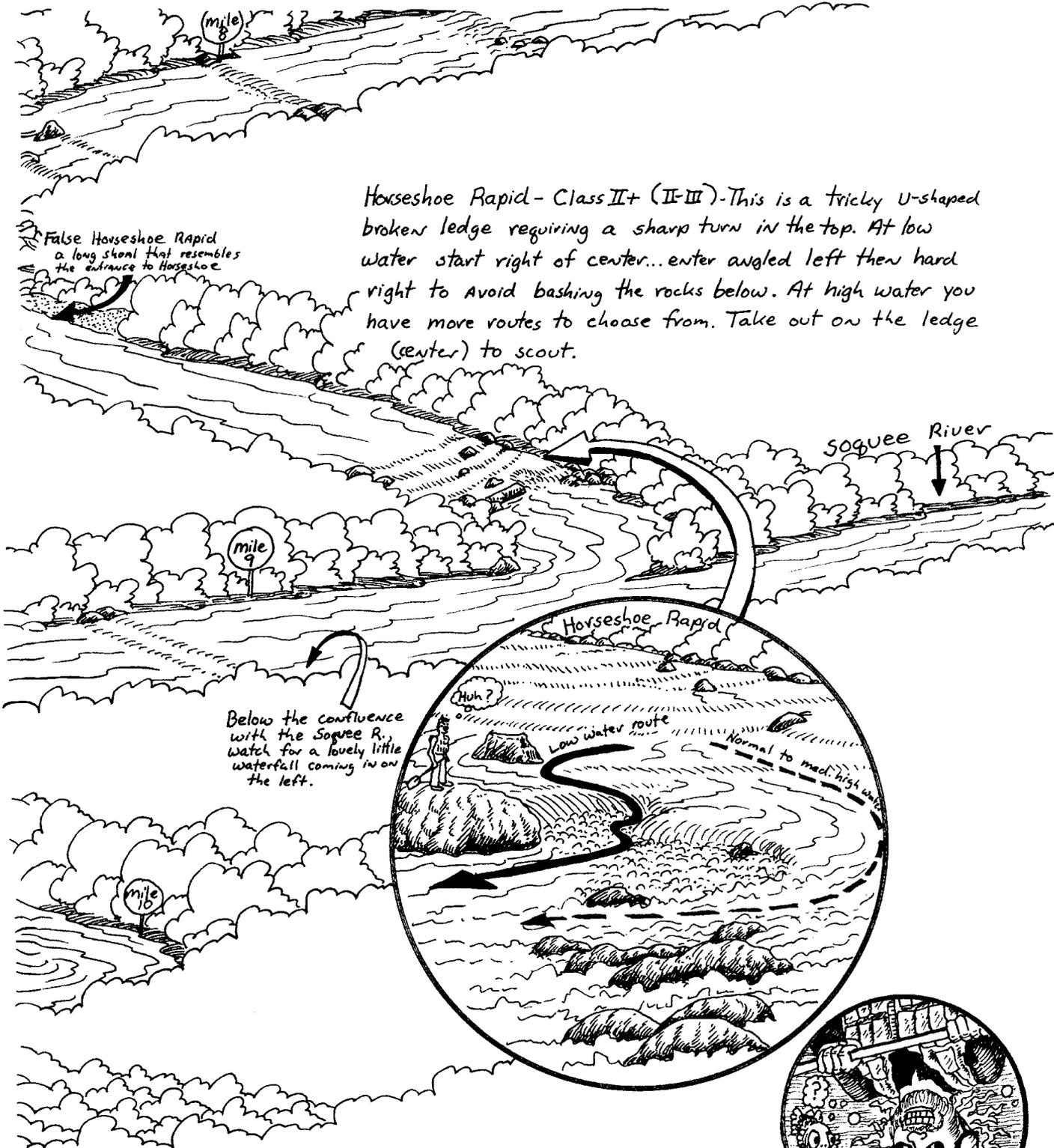
Buck Island Shoals - Class II (III) - After a left-hand bend you'll notice an abrupt gradient change coming up - Buck Island Shoals is a very long ledge-shoal series that is technical at low water and challenging at high water. Run the initial drops far left and stay left past a couple tiny islands. When you reenter the main channel work right to run the middle series right of center. Buck Island is below on the left (at high water you can run left of the island). Below here is a short calm stretch followed by another long technical ledge-shoal series with granite outcrops on the bottom right. At low water you have to pick your way down the far right side - watch out for a semi-submerged rock below the bottom ledge. It's a notorious boat flipper/spinner. At high water all three sections merge into one very long rapid featuring big waves, fast water and tricky crosscurrents. At high levels start and stay right of center as a rule.

Three Ledges - Class II-III (III) Beginning with a long class I shoal, granite outcrops (on the right) signal the first drop. Run this by going just left of a long low hot-dog shaped rock. Ferry right for the second ledge - a fun S-turn through some low broken ledges. Start right of center. After the second ledge, work back to the left. Third ledge is a riverwide vertical 3' drop extending from the island to the left shore. Run just left of the hump in the center for the best landing spot. If you go too far left you'll get to meet "Rainbow Rock", which bears the marks of hundreds of errant ABS canoes. The bottom-right side of the drop has a good surfing hole at most levels. The bottom-left of the hole is pretty grabby and tends to pull you in between rainbow rock and the drop and hold you there.



Chattahoochee River - Continued



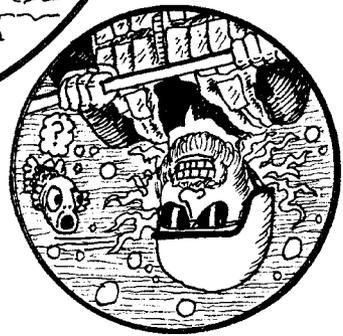


Horseshoe Rapid - Class II+ (II-III) - This is a tricky U-shaped broken ledge requiring a sharp turn in the top. At low water start right of center... enter angled left then hard right to avoid bashing the rocks below. At high water you have more routes to choose from. Take out on the ledge (center) to scout.

False Horseshoe Rapid
a long shoal that resembles
the entrance to Horseshoe

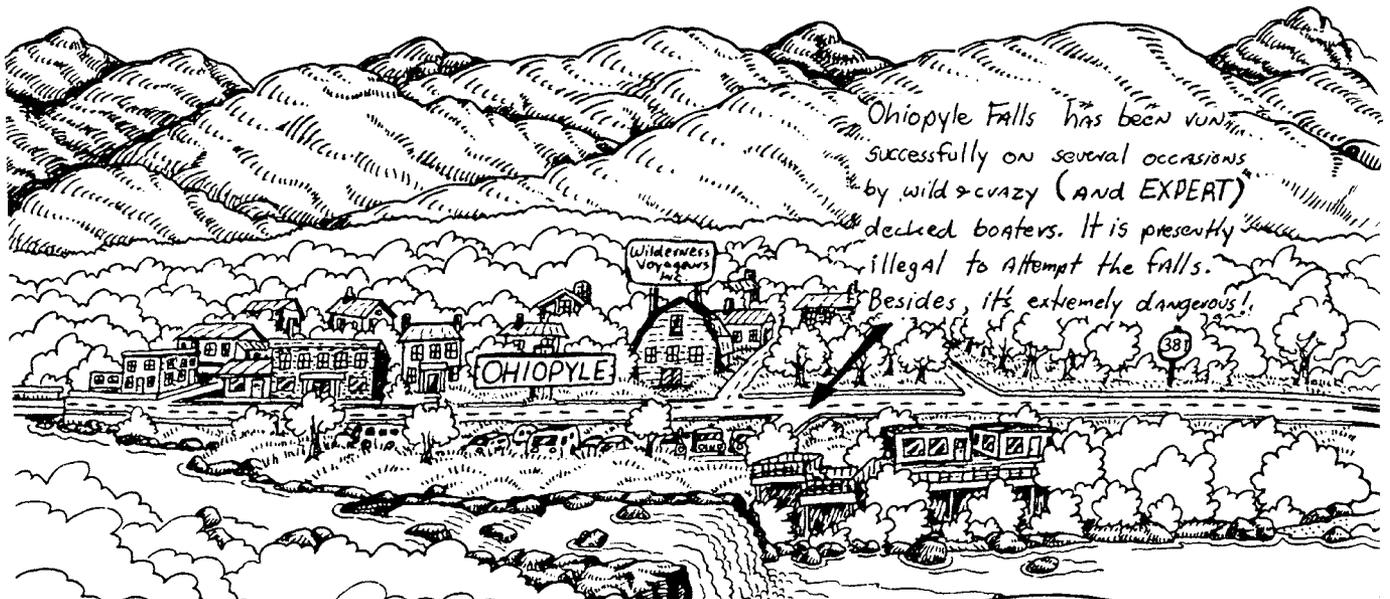
Soquee River

Below the confluence
with the Soquee R.,
watch for a lovely little
waterfall coming in on
the left.



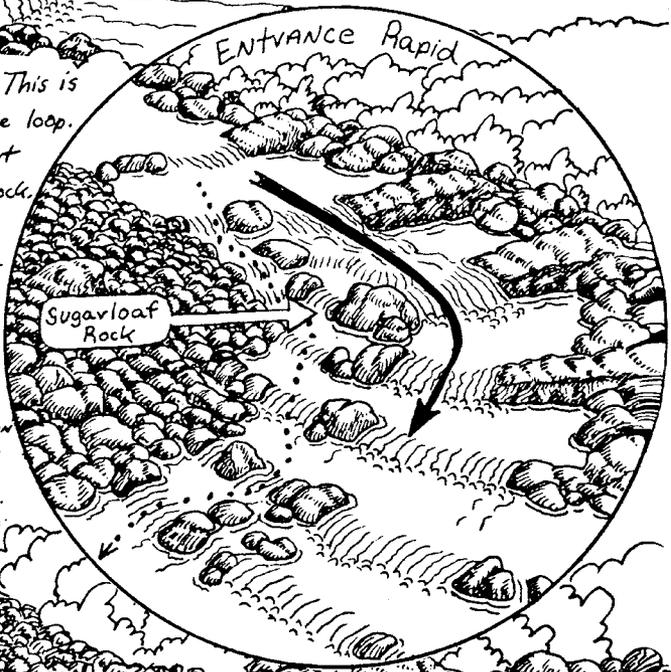
Lower
Yough

Youghiogheny River - Continued

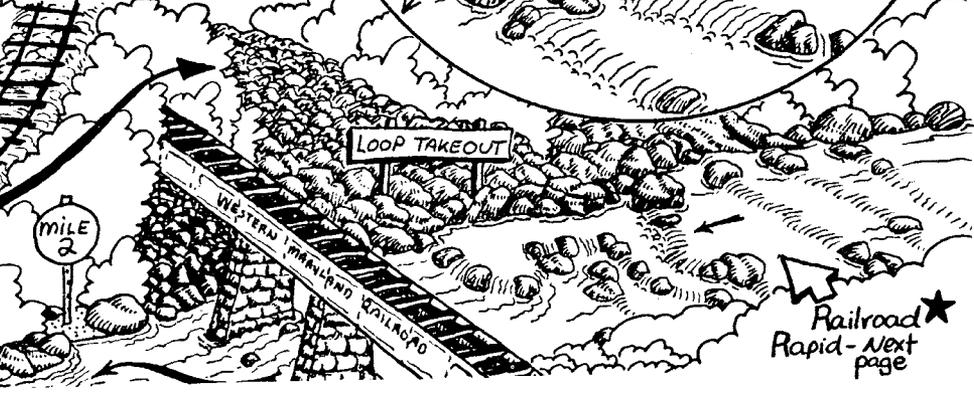


Ohiopyle Falls has been run successfully on several occasions by wild & crazy (AND EXPERT) decked boaters. It is presently illegal to attempt the falls. Besides, it's extremely dangerous!

Entrance Rapid - Class III-IV - This is the first and one of the best rapids on the loop. It is $\frac{1}{2}$ mile long and pretty technical. Start center and work left to avoid Sugarloaf Rock. Entrance offers twisting drops, bizarre crosscurrents and abrupt eddies on both sides. Great at higher levels - huge irregular waves, insane cross-currents, and powerful water. Again, at any level, try not to get printed onto Sugarloaf. Sneak - eddy-hop down the right side - very technical boulder garden - ledge route. (dotted line - diagram)

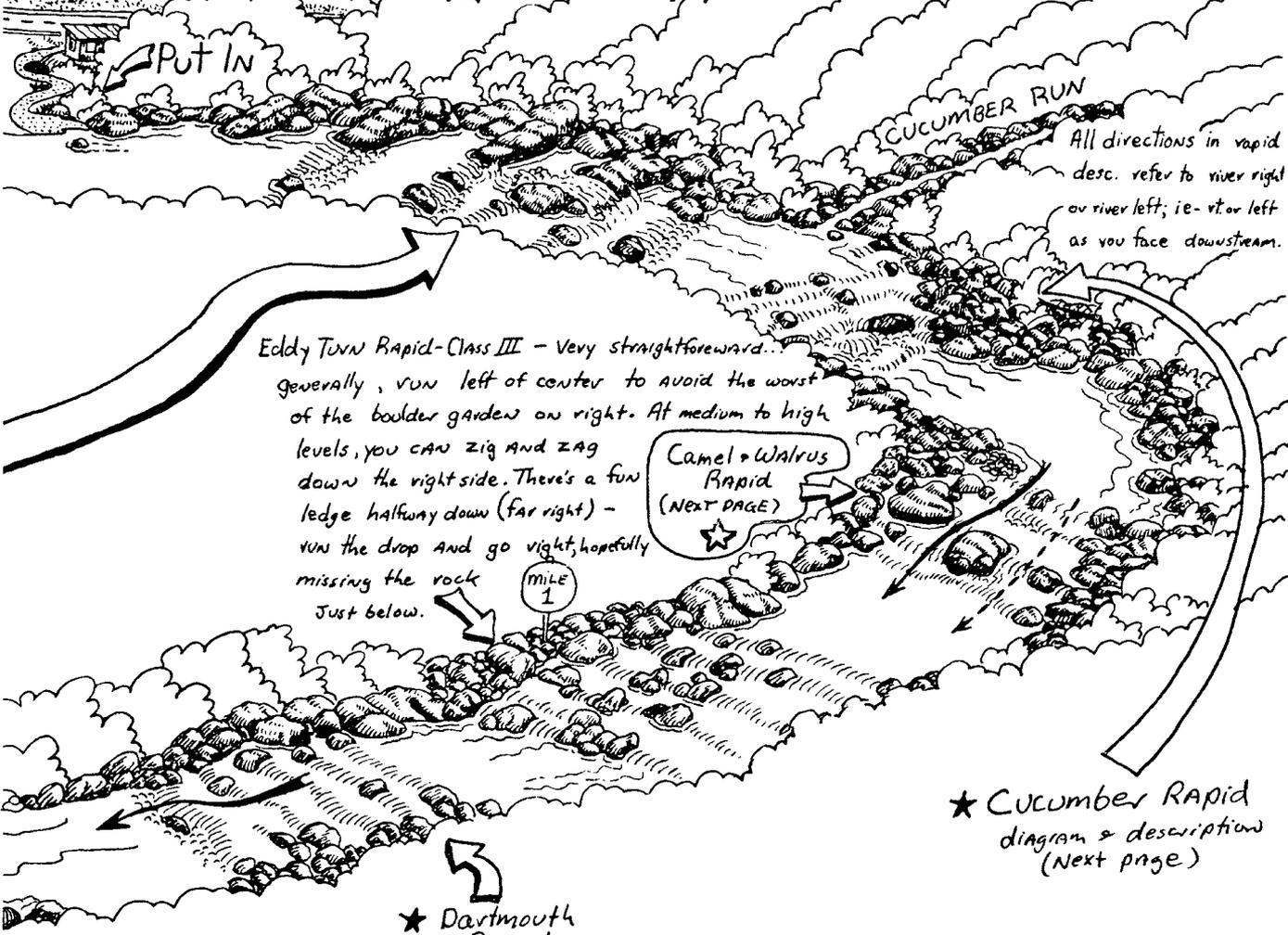


Loop Takeout Trail - The $\frac{1}{4}$ mile trail takes you over the old Western Maryland R.R. railbed thru a lovely area known locally as Ferncliff. There are numerous state-maintained trails on the loop for hikers & picnickers.





Ohiopyle to Bruner Run T.O.



All directions in rapid desc. refer to river right or river left; ie- rt. or left as you face downstream.

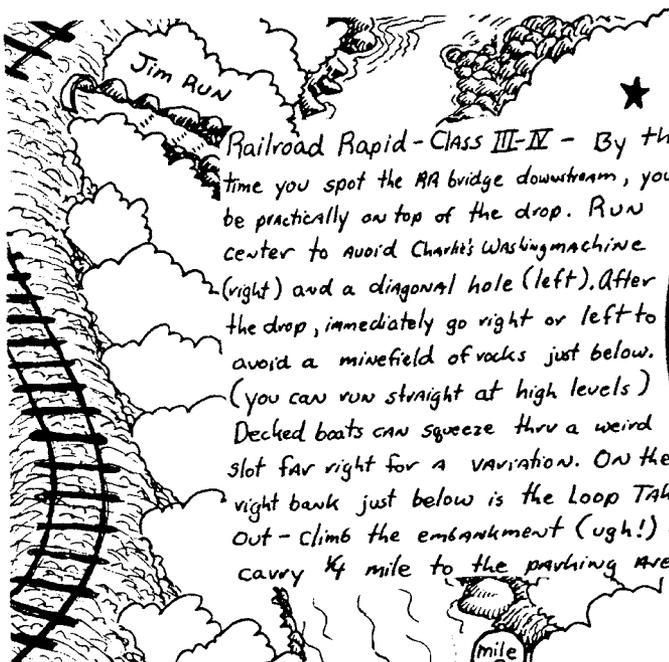
Eddy Turn Rapid - Class III - Very straightforward...
generally, run left of center to avoid the worst of the boulder gardens on right. At medium to high levels, you CAN zig and zag down the right side. There's a fun ledge halfway down (far right) - run the drop and go right, hopefully missing the rock just below.

★ Camel + Walrus Rapid (NEXT PAGE)

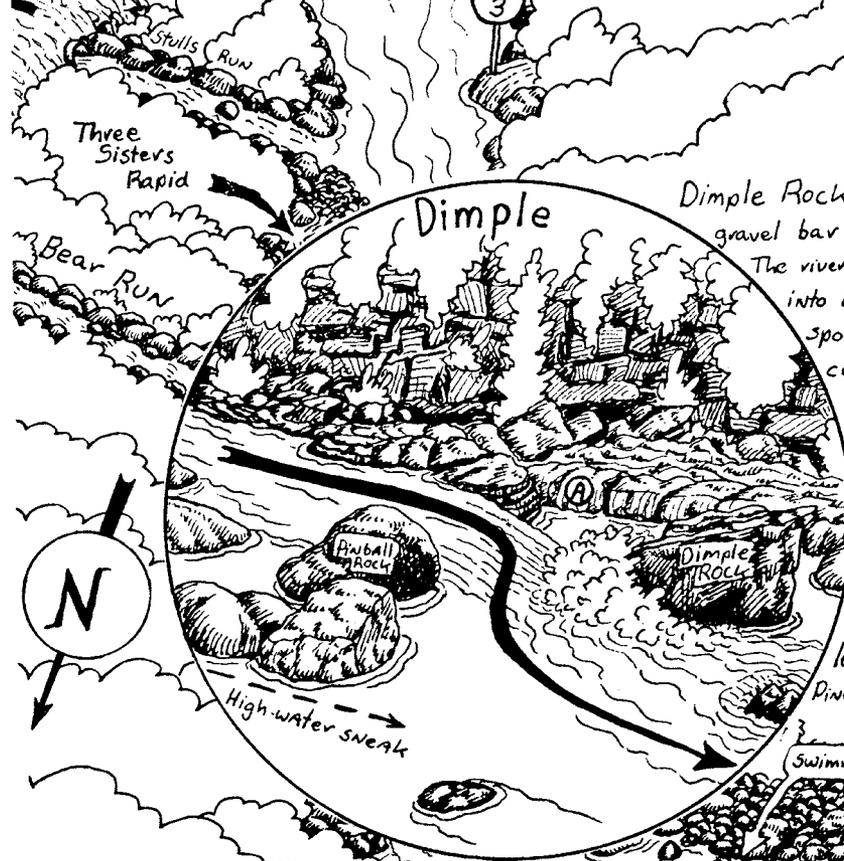
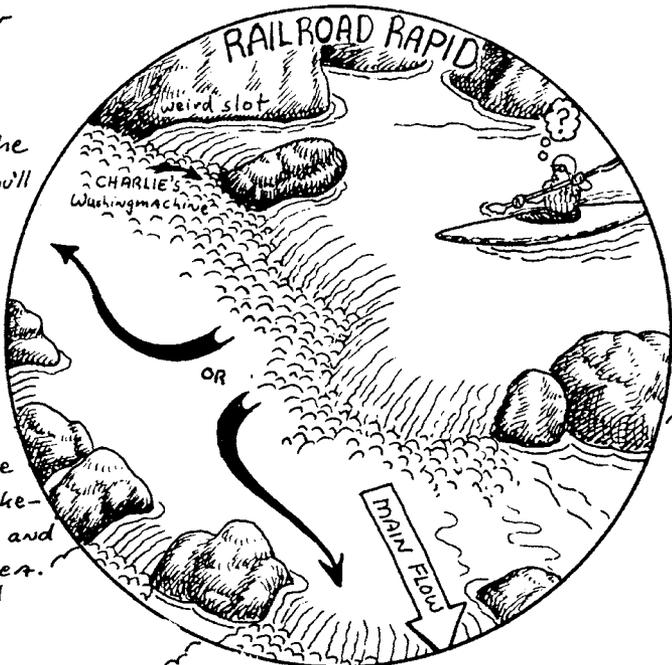
★ Cucumber Rapid diagram & description (Next page)

★ Dartmouth Rapid (next page)

Youghiogheny River - Continued



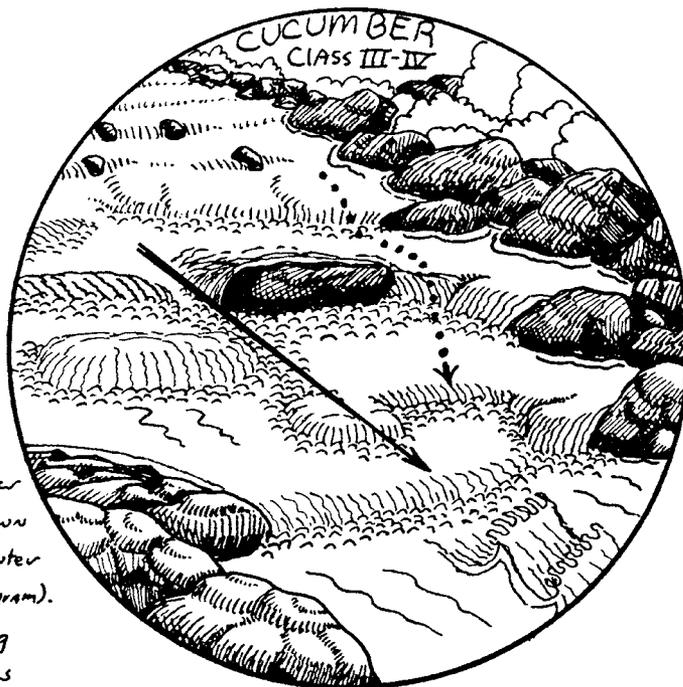
Railroad Rapid - Class III-IV - By the time you spot the RR bridge downstream, you'll be practically on top of the drop. Run center to avoid Charlie's Washingmachine (right) and a diagonal hole (left). After the drop, immediately go right or left to avoid a minefield of rocks just below. (you can run straight at high levels) Decked boats can squeeze thru a weird slot far right for a variation. On the right bank just below is the Loop Take-out - climb the embankment (ugh!) and carry 1/4 mile to the parking area.



Dimple Rock - Class III-IV - recognized by a gravel bar on the right bank above the rapid. The river gets squeezed left, down, and straight into Dimple Rock. This is the most dangerous spot on the river! Dimple Rock is undercut and two fatalities have occurred here. Head straight for Dimple rock and draw right to miss it. If you wrap on Dimple Rock, lean downstream, into the rock and climb onto it. Below Dimple, work right of center and pick your way thru 100 yds of Class III stuff on a curve to the left. Decked boaters will enjoy hopping from Pinball rock eddy to (A) (diagram), unless they flip.

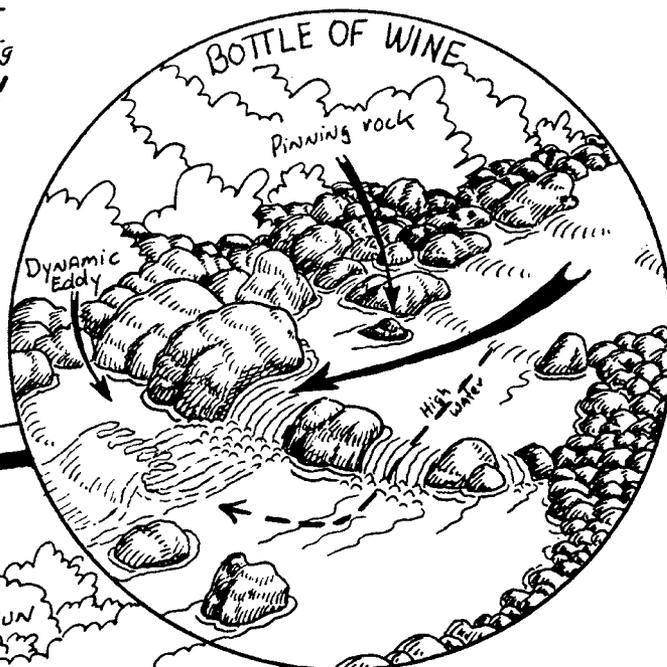
Swimmers Rapid - Class II - Just below Dimple you'll run into a large hole extending $\frac{2}{3}$ across the river from the left. Great surfing!

★ Dartmouth Rapid - Class III - The annual Fall Slalom Races are held on this rapid. It's a long boulder garden with lots of weird (but small) ledges thrown in. Run center, then go right at the bottom drop to avoid a submerged rock in the center below the drop. This washes out at higher levels with medium-size standing waves at the bottom.



★ Cucumber Rapid - Class III-IV - named for Cucumber Run which enters left just upstream. Pick your way down the left side and scout left. Run the double drop center just right of a semi-submerged rock in the middle (diagram). Brace thru the confused holes below the drops, staying in the chute, then out. Running the drop-holes has been compared to being flushed down a toilet. At higher levels, you can run the chute left of the big rock (dotted line-diagram) Scout this rapid!

★ Camel & Walrus Rapid - Class III - (Next rapid after Cucumber) This is a ledge-boulder rapid that funnels down towards the bottom. To add to our enjoyment, the river gods placed a large boulder-heap at the bottom center. You'll want to avoid it by running right (low to medium level) or left at higher water levels (dotted line).

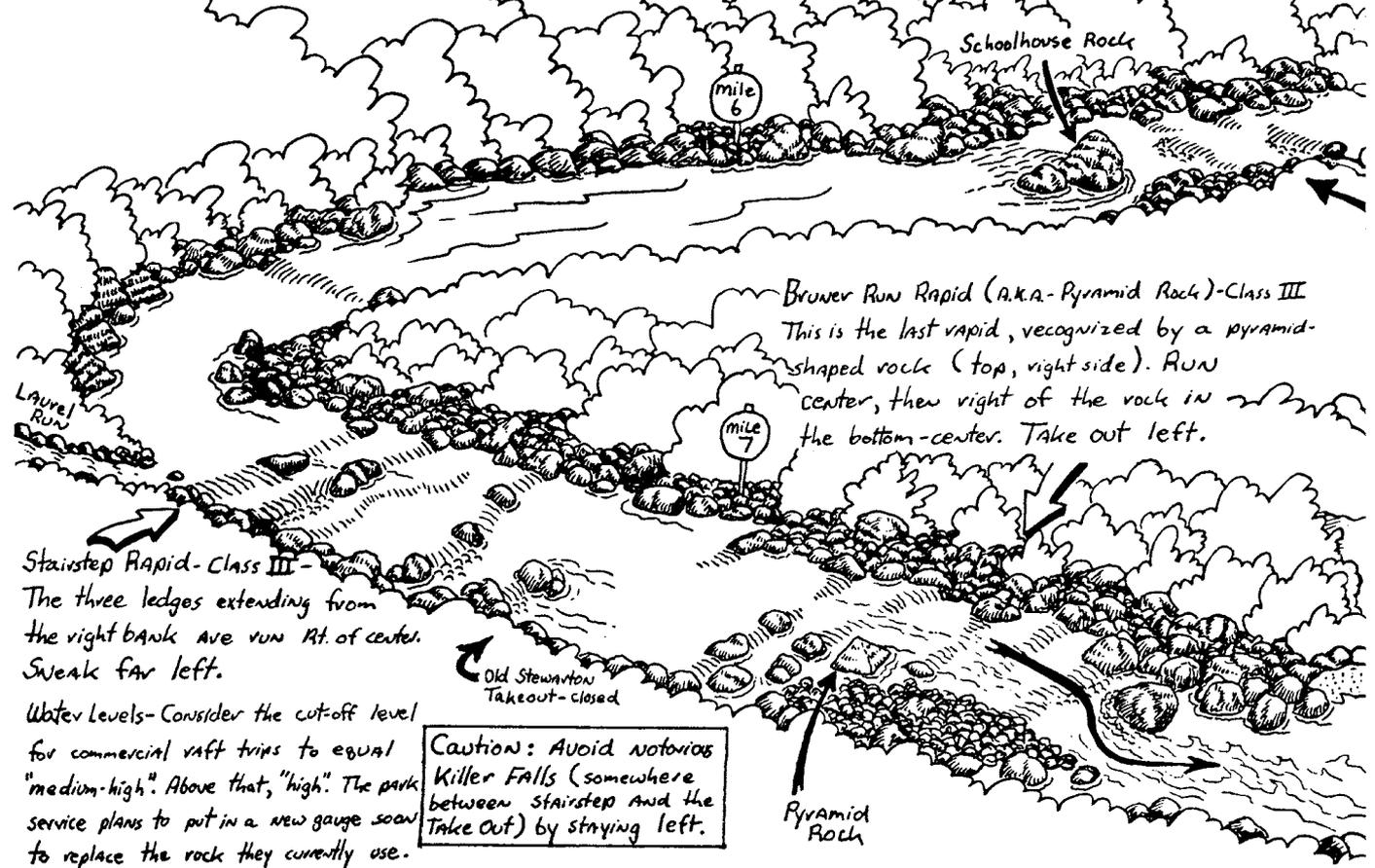
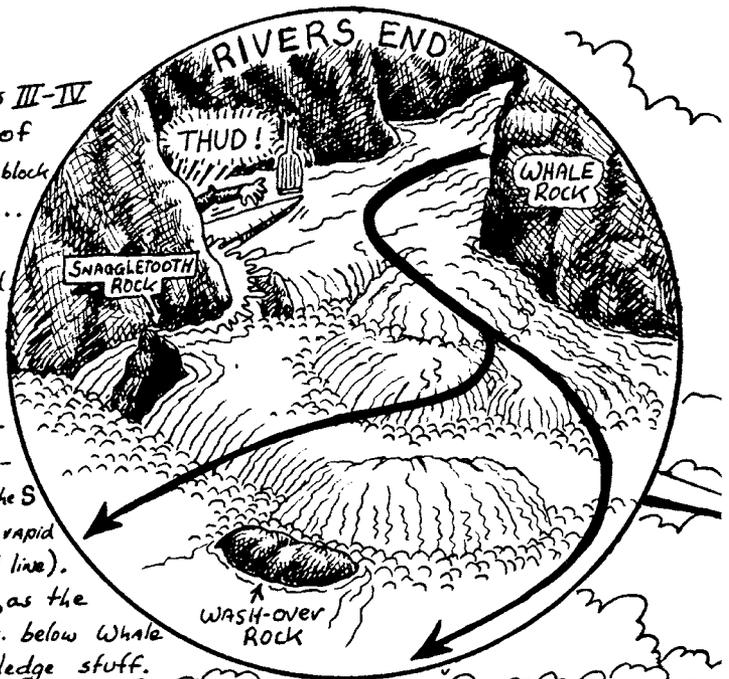


Bottle of Wine Rapid (A.K.A. - Johns Hopkins) Class III - Run rt. of center and take the vt. chute halfway down. Ratters - Avoid pinning rock on right! At higher levels you can run the left chute, then go far right. Just below the drop, there's a dynamic eddy on the right. At higher levels, there are excellent surfing waves below the chute.



Youghiogheny River - Continued

Rivers End Rapid - Class III-IV
 Recognized by a mega-pile of car-size boulders that seem to block off the entire river. They don't... run the twisting channel left of center. It's an S-turn ornamented with offset drops, irregular waves, & funny holes. Avoid the two aptly-named rocks below Whale Rock; Snaggletooth and Wash-over rock, particularly Snaggletooth rock! From the bottom of the S you can eddy-hop back up the rapid thru the river-right side (dotted line). Recover boats and bodies quickly, as the rapid continues another 50 yds. below Whale Rock thru Class III boulder-ledge stuff.

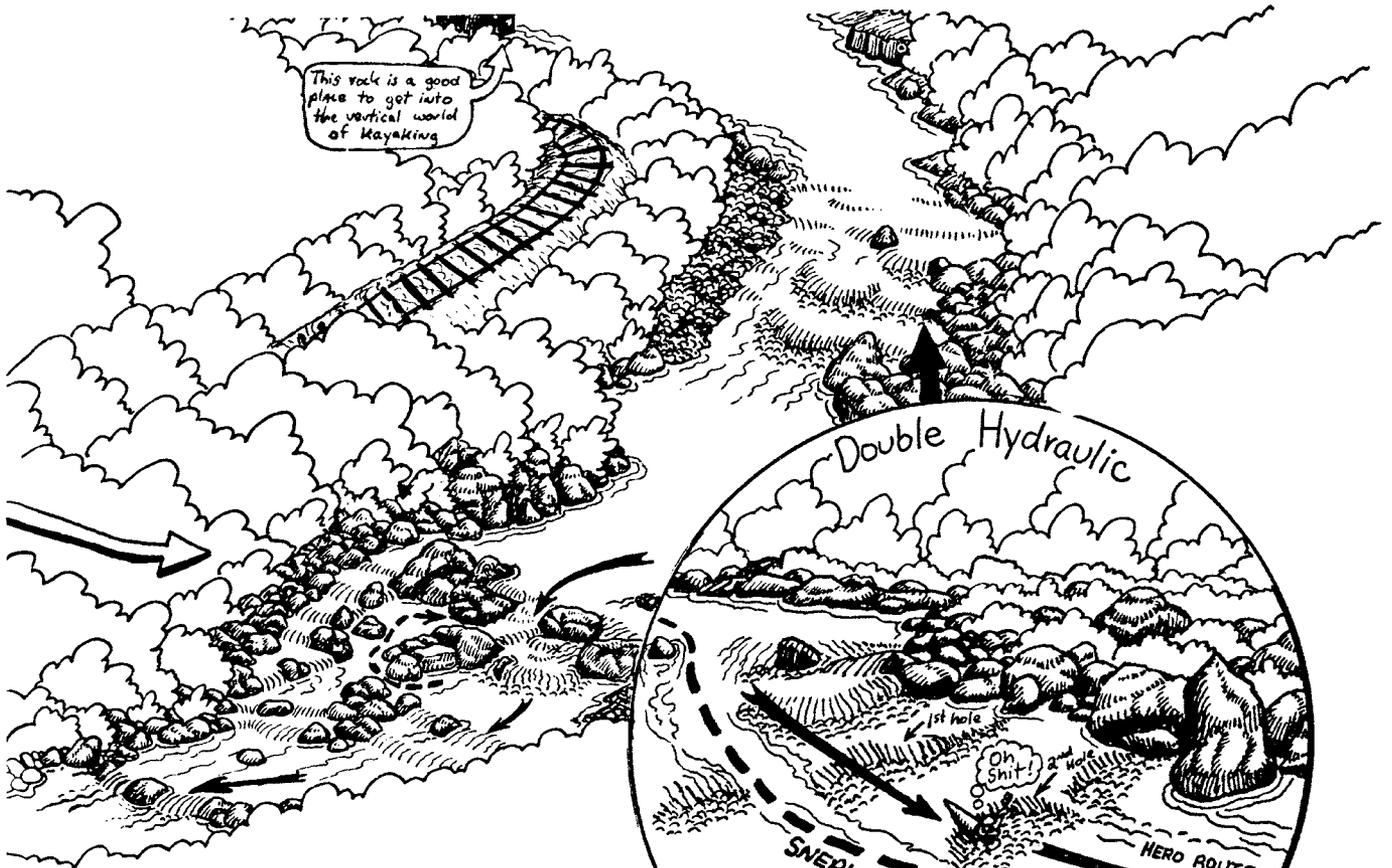


Stairstep Rapid - Class III
 The three ledges extending from the right bank are run Rt. of center. Sneak far left.

Water Levels - Consider the cut-off level for commercial raft trips to equal "medium-high". Above that, "high". The park service plans to put in a new gauge soon to replace the rock they currently use.

Caution: Avoid notorious Killer Falls (somewhere between Stairstep and the Take Out) by straying left.

Bruner Run Rapid (a.k.a. Pyramid Rock) - Class III
 This is the last rapid, recognized by a pyramid-shaped rock (top, right side). Run center, then right of the rock in the bottom-center. Take out left.



Schoolhouse Rapid - Class III - Run center then right (usual route) or left of Schoolhouse Rock, crouching below. At high levels, you can get eenders from behind Schoolhouse Rock (river right side) by poking your bow into the super-elevated Jet washing around the rock. Wahoo!

Double Hydraulic - Class III-IV - Scout from left or right bank. This is a series of ledges that create two big holes in the center of the river. The first hole is the strongest but can be punched. Just below is a second muncher hole. If you flip in the first hole, roll extra-quick. As a rule, avoid getting too far left and into the other less violent but powerful holes.



Special Thanks to Scott Van Camp,
 Dave Demaree, Don & Deborah Pepper,
 And the weirdos in the Winnebago!

General Information

Gradient - Loop - 58 feet per mile
 Put in to Bruner Run - 22 f.p.m.
 Overall River Rating Class III-IV
 Water Quality - fair to good
 Put in to Loop Trail Take out - 1.5 miles
 Put in to Bruner Run T.O. - 7.4 miles
 Scenery - excellent!

“William Nealy’s hilarious and helpful river maps . . . contain valuable and accurate information. William is a confirmed whitewater freak and has extensively paddled every river he has mapped. Read them.”
—Nantahala Outdoor Center News

“He’s adept with pen and paddle . . . William Nealy, a cartoonist and avid kayaker, has combined his skills into something unique.”—Birmingham News



For years William Nealy’s informative and hilarious cartoon maps of popular canoeing and kayaking streams have delighted whitewater paddlers. Practically collectors’ items, these maps are sought by paddlers all over the United States for their relevance and wild insider’s perspective on those strange creatures who inhabit the exotic sport of whitewater paddling. In *Whitewater Home Companion, Southeastern Rivers, Volume I*, Nealy coupled his most celebrated Southeastern US river maps with an anthology of cartoons, paddling homilies, and unsolicited advice. Artistically bizarre, totally irreverent, and laced with lethal doses of macho-deflating, highly barbed wit, this masterpiece helped establish Nealy as the Kliban of outdoor literature. Through his distinctive drawing and wholly peculiar river-submarine terminology, Nealy successfully reveals rivers and boaters alike as never before. Contained within the covers of *Whitewater Home Companion* is a wealth of information and humor good for many hours of pleasure both on and off the river.



William “Not Bill” Nealy was a wild, gentle, brilliant artist and creator turned cult hero. The subjects of his many maps and books included paddling, mountain biking, skiing, and inline skating. His hand-drawn, poster-size river maps of the Nantahala, Ocoee, Chattooga, Gauley, Youghiogheny, and several other rivers are still sought after and in use today. Learn more about William and his art at thewilliamnealy.com



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