



Guidebook 2nd Edition

CRK TRAILS FACTS

The maps in the *Raven Knob Trails* guidebook are taken from the USGS Bottom (N.C.) Quadrangle topographic map.

RAVEN KNOB Scout Reservation consists of 3200 acres of mountain woodlands—3000 of which rarely get seen.

Thus this guidebook. The Raven Knob Trails program, in its essence, is an incentive—to get you and your Scout troop, or Cub pack, or Explorer post out of the developed part of camp to see the wonders that are the rest of Raven Knob.

Whether you want a leisurely day hike or a challenging backpacking trip, there is a Raven Knob Trail that will fit the bill. There are challenges ranging from the one-mile Red Trail for beginning hikers, to the eight-mile camp boundary trail for the experienced backpacker.

The majority of this guidebook is devoted to detailed explanations—complete with map—of each of the major trails at Raven Knob. There is also information on where to camp, and tips for a successful hike or backpacking trip.

Speaking of backpacking, it is one of the fastest-growing outdoor activities in Scouting. Camping at Raven Knob doesn't end with the summer camp sites; strap on your backpack and find your own spot.

While you're out there, look for the Raven Knob Trails logo; let it—and your sense of adventure—be your guide.

This is the second edition of the *Raven Knob Trails* guidebook, and it builds on the work of **Hank Birdsong**. Hank—an Eagle Scout, Vigil Honor member of Wahissa Lodge, and a former Raven Knob staff member—compiled the first guidebook in 1985. The task of putting together a second edition was made much easier thanks to Hank's fine work.

For more information

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DEGREE OF DIFFICULTY SCALE

Each trail has been rated according to the soon-to-be-famous Raven Knob Trails degree of difficulty boot scale. The scale goes as follows:



so easy you could just about walk it barefoot



wait for the movie...

DEGREE OF DIFFICULTY



The **Yellow Trail** is a circuit trail—that is, it begins and ends in the same place. It also goes around in a circle... imagine that.

The trail follows much of the camp's northern boundary, and passes the camp's most prominent northern landmark—Warrior Mountain.

A majority of the trail follows old logging roads, many of which have been widened or improved in recent years.

The Yellow Trail

Route description— counterclockwise

From the main gate, take the right fork, commonly known as Ridge Road (it is also the Red Trail). Follow Ridge Road until you reach Crazy Horse campsite. Turn right onto a road known as Garbage Dump Road, or just Dump Road. (The camp's old garbage dump was out here.)

Follow Dump Road in a general northwesterly direction, passing two hunter's cabins before reaching a "T" intersection. Turn left at this intersection, and follow this road along a ridge for approximately a mile. There will be an intersection. Turning right will take you to the top of Warrior Mountain (elevation 1760 feet), the highest point along the northern camp boundary. (This is also the start of the Green Trail.)

Continue on the ridge (commonly known as Rattlesnake Ridge), and you will pass the intersection with the Blue Trail (also known as Warrior Mountain Road). Bear straight as the ridge descends into the valley below. The trail will split (they meet at the bottom of the hill.) There is evidence of an old sawmill on the left fork.

After reaching the bottom of the hill, you will see a creek. The trail continues on the far side of the creek through the valley (Pocahontas Hollow).

The trail will intersect with the Big Indicut Creek. Turn left and follow the

creek, eventually coming into a clearing at the Wilderness cabin. At the eastern edge of the clearing is the end of Valley Road. Follow Valley Road approximately two miles back to the main gate. You will pass the "Tri-Corners" intersection with the Red Trail (Ridge Road). Bear right here to stay on Valley Road, which leads through the main part of camp.

Route description— clockwise

From the main gate, follow Valley Road approximately two miles until it ends at the Wilderness cabin. At the western edge of the clearing, cross a bridge and follow the trail until you come to the intersection with the Green Trail. Bear right, and follow a small creek through the valley (Pocahontas Hollow). The trail will turn uphill, with forks on the left and right (the forks meet at the top of the hill).

At the top of the hill is an intersection with the Blue Trail. Bear left and uphill to the top of Warrior Mountain.

From there, follow the road along a ridge for approximately a mile before turning right (south) at an intersection. This road (Dump Road) will pass two hunter's cabins before intersecting with Ridge Road (the Red Trail) at Crazy Horse campsite.

Turn left, and follow Ridge Road to the main gate.



YELLOW TRAIL FACTS

Length—5.25 miles

Terrain—Mostly rolling hills, with some steep, but usually short, hills

DEGREE OF DIFFICULTY



The **White Trail** is a circuit trail—that is, it begins and ends in the same place. It also goes around in a circle... imagine that.

The trail follows much of the camp's southern boundary, and passes its most prominent landmark—the Knob—as well as its highest point, Raccoon Mountain.

The trail is just that—it follows main roads only at the bottom of the mountain, and in some spots is lightly traveled.

The White Trail



WHITE TRAIL FACTS

Length—4.75 miles

Terrain—This trail goes up and down several steep mountain ridges, particularly at the beginning and end

Route description—clockwise

From the Scoutcraft area, cross the creek and bear left in an easterly direction, following the edge of Lake Sabotta. After approximately one-eighth mile, the trail turns right and uphill.

Near the top of the ridge, the slope lessens slightly before reaching the Knob (elevation 1790 feet)—two large rock outcroppings that are the camp's signature landmark. The Knob provides a panoramic—and spectacular—view of almost the entire camp.

From the Knob, follow the trail to the top of the ridge (elevation 1905 feet). The trail then follows the ridge line in a westerly direction for approximately one mile before reaching Grassy Knob (elevation 1997 feet).

From Grassy Knob, the trail turns west, then north, to Raccoon Mountain (elevation 2164 feet)—also known as "Big Oak" Mountain—the highest point on camp property.

From Raccoon Mountain, the trail goes sharply downhill until it intersects with Valley Road at Crouse's Chimney. Turn right (east) on Valley Road, and follow it approximately one mile to the Scoutcraft area.

Route description—counterclockwise

From the Scoutcraft area, follow Valley Road west approximately one mile until you reach Crouse's chimney (if you get to the "Tri-Corners" intersection with Ridge Road (the Red Trail), you have gone too far). Turn left (south) at the Chimney, and go sharply uphill until you reach the top of Raccoon Mountain.

From Raccoon Mountain, go south, then east until you reach Grassy Knob. Continue east until you reach the top of Raven Knob Mountain. A short distance from the top is the Knob—a good place to rest and view the scenery.

The trail continues east from the Knob, going downhill until you reach Lake Sabotta. Bear left (west), following the edge of the lake until you reach the Scoutcraft area.

Crouse's chimney

Crouse's chimney is all that remains of a homesite built by the Crouse family. It sits on the side of the road (in a small grove of trees) at the intersection of the White Trail and the Yellow Trail.

Across the Indicut Creek is the remains (much less visible) of another Crouse family homesite, as well as evidence of a dam that was built on the creek.



DEGREE OF DIFFICULTY



The **Blue Trail** is a spur trail connecting the main road through camp to its northern boundary.

The trail goes through the middle of camp, and connects with the Yellow Trail at both ends. It is also the easiest way to get to Warrior Mountain from the main part of camp.

A majority of the trail follows old logging roads, many of which have been widened or improved in recent years.

The Blue Trail



BLUE TRAIL FACTS

Length—1.9 miles

Terrain—Mostly rolling hills, with one or two steep hills

Route description— south to north

From the Scoutcraft area, follow Valley Road west for approximately one-half mile. you will pass the intersection (on the left) with Cold Creek Road (the Orange Trail). Just past this intersection, on the right, is the intersection with the Blue Trail. Turn right on this logging road.

The logging road will go uphill, then back downhill before intersecting with Ridge Road (the Red Trail) near where it crosses the Little Indicut Creek.

Turn left (west) on Ridge Road. The road will go uphill. From the top of the hill, follow the road along a ridge for approximately one-third mile.

The Blue Trail will turn right off Ridge Road onto another logging road (also known as Warrior Mountain Road). Follow this road uphill in a northwesterly direction for less than a mile until it intersects with the Yellow Trail.

From this intersection, it is less than one-fourth mile to the right to the top of Warrior Mountain.

Route description— north to south

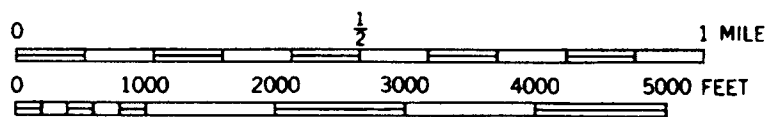
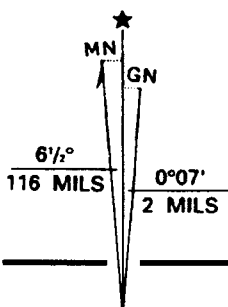
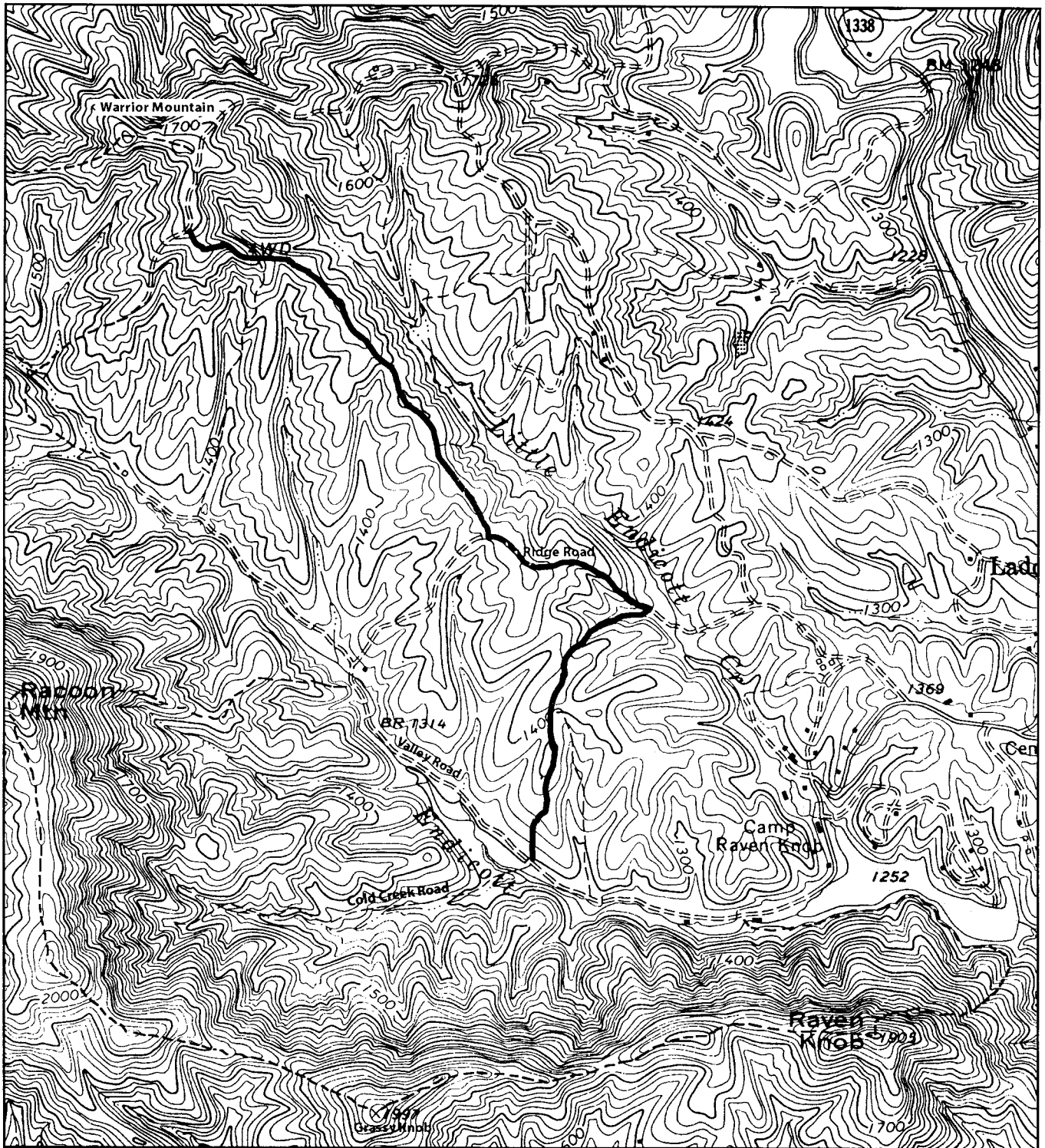
From Warrior Mountain, follow the Yellow Trail downhill in a southwesterly direction for approximately one-fourth mile to the intersection with the Blue Trail.

Turn left onto a logging road (Warrior Mountain Road), and follow the road southeast until it intersects with Ridge Road (the Red Trail).

Turn left (east) onto Ridge Road, and follow it until it goes downhill. Just before the road crosses the Little Indicut Creek, the intersection with the Blue Trail will be on the right.

Turn right (south) onto this logging road. The road will go uphill, then back downhill, before intersecting with Valley Road.

Turn left (east) onto Valley Road, and follow this road approximately one-half mile to the Scoutcraft area.



CONTOUR INTERVAL 20 FEET
THE BLUE TRAIL

DEGREE OF DIFFICULTY



The **Red Trail** is a spur trail connecting the main road through camp to the main gate. The trail connects with the Yellow Trail at both ends, and is the quickest route from the “Tri-Corners” intersection to the main gate. The trail follows an old logging road.

The Red Trail



RED TRAIL FACTS

Length—1.0 miles

Terrain—Moderate hills, with some ruts caused by erosion

Route description— east to west

From the main gate, bear right onto Ridge Road (at this point, it is also the Yellow Trail), and follow it until you reach Crazy Horse campsite.

At the intersection with the Yellow Trail, bear left (west). Go around the vehicle gate, and downhill.

At the bottom of the hill, you will cross the Little Indicut Creek. The road will then go back uphill, and you will pass the intersection with the Blue Trail on the left.

At the top of the hill follow the ridge until you pass the second intersection with Blue Trail on the right.

At this point, the road will go downhill until you reach the “Tri-Corners” intersection with Valley Road (the Yellow Trail).

Turning right will take you to the Wilderness cabin. Turning left will take you back to the main part of camp.

The intersection with the White Trail at Crouse’s chimney is less than one-tenth mile southeast of the “Tri-Corners” off of Valley Road (on the right).

Route description— west to east

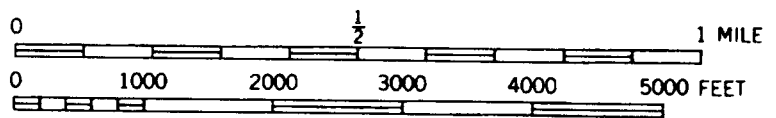
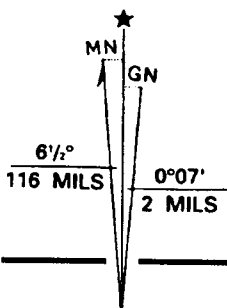
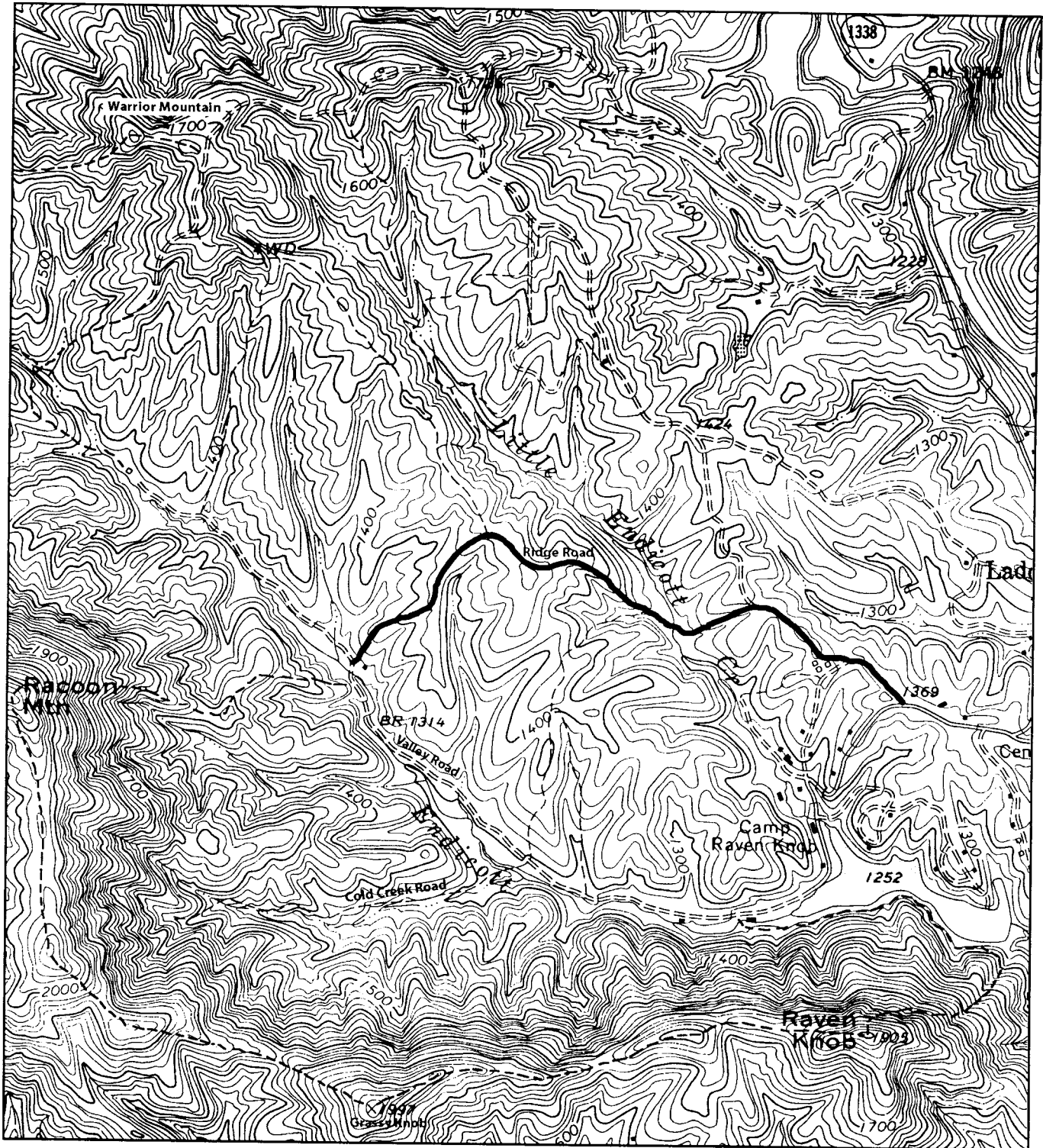
From the “Tri-Corners” intersection of Valley Road and Ridge Road (facing east) follow Ridge Road left and uphill (Valley Road will be relatively level) in a northeasterly direction.

At the top of the hill, you will pass the intersection (on the left) with the Blue Trail. Follow the ridge in an easterly direction.

The road will go downhill and cross the Little Indicut Creek. You will pass the second intersection with the Blue Trail (on the right) before crossing the creek.

The road will then go back uphill and pass a vehicle gate before intersecting with the Yellow Trail at Crazy Horse campsite.

Continue straight (east) until you reach the main gate.



CONTOUR INTERVAL 20 FEET
THE RED TRAIL

DEGREE OF DIFFICULTY



The **Orange Trail** is a spur trail off of the main road through camp. Also known as Cold Creek Road, the trail leads from Valley Road at its northern end, and ends at the base of Raccoon Mountain. The trail has some sites of historical significance, and is one of the better areas for weekend camping at Raven Knob. The trail follows an old logging road.

The Orange Trail

Route description— east to west

From the Scoutcraft area, follow Valley Road west for approximately one-half mile. You will pass the Catawba campsite area (it is not a summer camp campsite) on the left.

A short way past Catawba, the Orange Trail (Cold Creek Road) cuts off to the left (south). You will go down a short hill, and cross a culvert over the Big Indicut Creek.

From there, the trail follows a tributary of the Indicut, meandering in a westerly direction. Since you are near the base of the camp's southern ridge line, the terrain to your left (south) will be very steep, while the terrain to your right (north) will be somewhat more gentle. It will be level in many spots near the road, and there will be considerable evidence of past camping, particularly near the beginning of the trail.

The trail will become more narrow and less defined as you continue, turning into a trail more than a road. It ends as the slope starts to turn sharply uphill.

Historical landmarks

A short way past the culvert, you will see a large mound of soil and a large hole. **This is the old "gold mine."** Camp legend has it that a prospector was fooled into thinking he had found gold on the site, when in fact he had found fool's gold. It was not until he had dug this enormous hole that he found out the truth.

Further down the road is **the site of some old horse stables**. These were used in the 1930s when logging was done in the area. Horses were used to bring in the equipment—and haul out the logs—and they were kept in the stables.

The stables have virtually rotted away now (it has been over 60 years), but some of the remains are still visible. Look for them in a right-hand curve, on the left side of the road, down a slight slope, near a grove of rhododendron.



ORANGE TRAIL FACTS

Length—1.0 miles

Terrain—Mostly flat, with some moderate hills toward the end

DEGREE OF DIFFICULTY



The **Green Trail** is a spur trail that runs along the northwestern camp boundary. The trail connects with the Yellow Trail at both ends, and provides an alternate route from Warrior Mountain to the Wilderness cabin, by following the ridge line to the western camp boundary.

The trail is just that—connecting with roads only at its ends.

The Green Trail



GREEN TRAIL FACTS

Length—1.25 miles

Terrain—Hills with moderate grade, flat where trail follows creek

Route description—north to south

From the intersection of the Yellow Trail at Warrior Mountain, turn right (west). The trail will pass a grove of pines on the right, and go up to the summit of Warrior Mountain with a cable gate at the top.

From there, continue ahead. The trail will roughly follow the ridge line through open woods in a westerly direction.

On your right, you will see several signs noting that the land is posted for no hunting. Some of these signs are from Raven Knob; others are from adjoining landowners.

The trail will turn left (south), and go down a steeper hill until you reach a clearing with roads to the right (west) and a trail—following the creek—to the left (east).

Turn left, and follow the trail in an easterly direction until it intersects with the Yellow Trail near the Wilderness cabin.

The trail will pass through two smaller clearings. It will cross the creek several times. Some of these crossings will not have bridges, so wear appropriate footwear.

Route description—south to north

From the Wilderness cabin, follow the Yellow Trail west. The trail will bear to the right, and the Green Trail will fork to the left.

Follow the trail to the left along the creek, crossing the creek several times. You will pass through two small clearings before reaching a larger clearing. In this clearing—which is the camp's western boundary—there will be two roads straight ahead (west), and a trail which turns up the hill to the right (north).

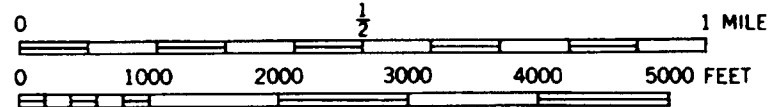
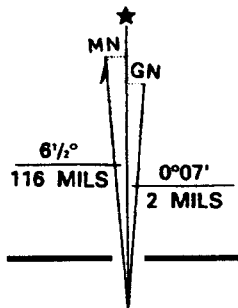
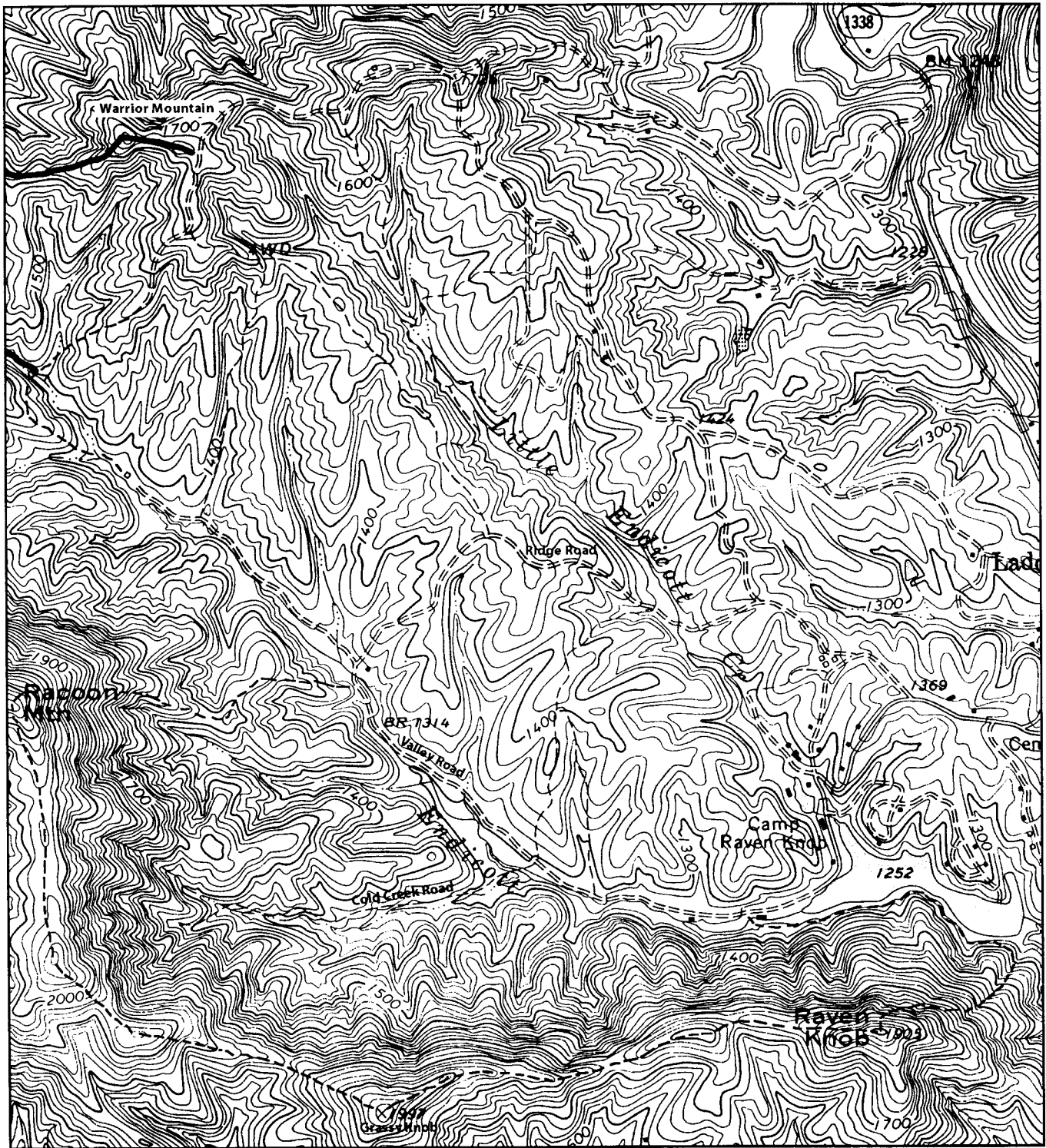
Turn right (north), and follow the trail up a fairly steep hill. After a short distance, turn right (east). The slope will lessen slightly, and the trail will follow the ridge line roughly through open woods.

You will see several signs to your left marking the land as posted—some will be from Raven Knob, others will be from adjoining landowners.

The trail will end at the top of Warrior Mountain. From there, travel roughly east, past a cable gate and down a hill, where the trail will intersect with the Yellow Trail.

Trail note

Most of the trail goes off the western edge of the topographic map on page 13. The remainder of the trail can be found on the USGS Roaring Gap (N.C.) Quadrangle topographic map.



CONTOUR INTERVAL 20 FEET
THE GREEN TRAIL

If you've already hiked all the other trails in this book, and you're looking for something different—or more of a challenge—here are a couple more trails that you might want to take a look at.

If Those Weren't Enough

Route description—the boundary trail

The boundary trail follows the camp's property line—more or less. There are parts of the southwestern boundary—generally inaccessible areas behind Racoon Mountain—that the trail doesn't follow.

This trail combines parts of the Yellow Trail, Green Trail, and White Trail.

From the main gate, follow Valley Road to the Scoutcraft Area. From there, take the White Trail to the Knob. Continue on the White Trail until you reach Racoon Mountain. Continue

down the hill until you reach the intersection with Valley Road (the Yellow Trail) at Crouse's Chimney.

Follow Valley Road to the Wilderness cabin. Just past the cabin, cut off the Yellow Trail on to the Green Trail.

Follow the Green Trail north to Warrior Mountain.

At Warrior Mountain, the Green Trail will intersect with the Yellow Trail. Follow the Yellow Trail east back to the main gate.

DEGREE OF DIFFICULTY



BOUNDARY TRAIL FACTS

Length—8 miles

Terrain—Moderate hills along northern route, steep hills along southern route

LAKE TRAIL FACTS

Length—1.25 miles

Terrain—Mostly flat with a couple of small hills, and some dense underbrush

Route description—the lake trail

The lake trail follows the shoreline of Lake Sabotta. If you've been to the Knob, you've already hiked part of it.

From the Scoutcraft area, follow the White Trail and bear left when it starts uphill away from the lake.

Be careful—the trail will get narrow, and it will be treacherous in spots.

The trail will continue through sometimes thick underbrush—mostly rhododendron—until you reach the dam at the far end of the lake. Note that the trail is lightly traveled from the point it breaks off from the White Trail, and may be difficult to find in spots.

There has been a fair amount of

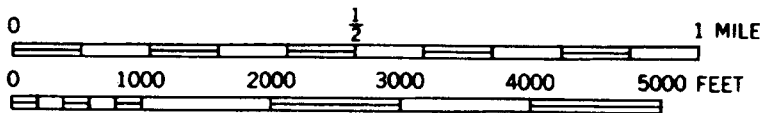
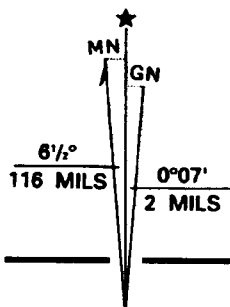
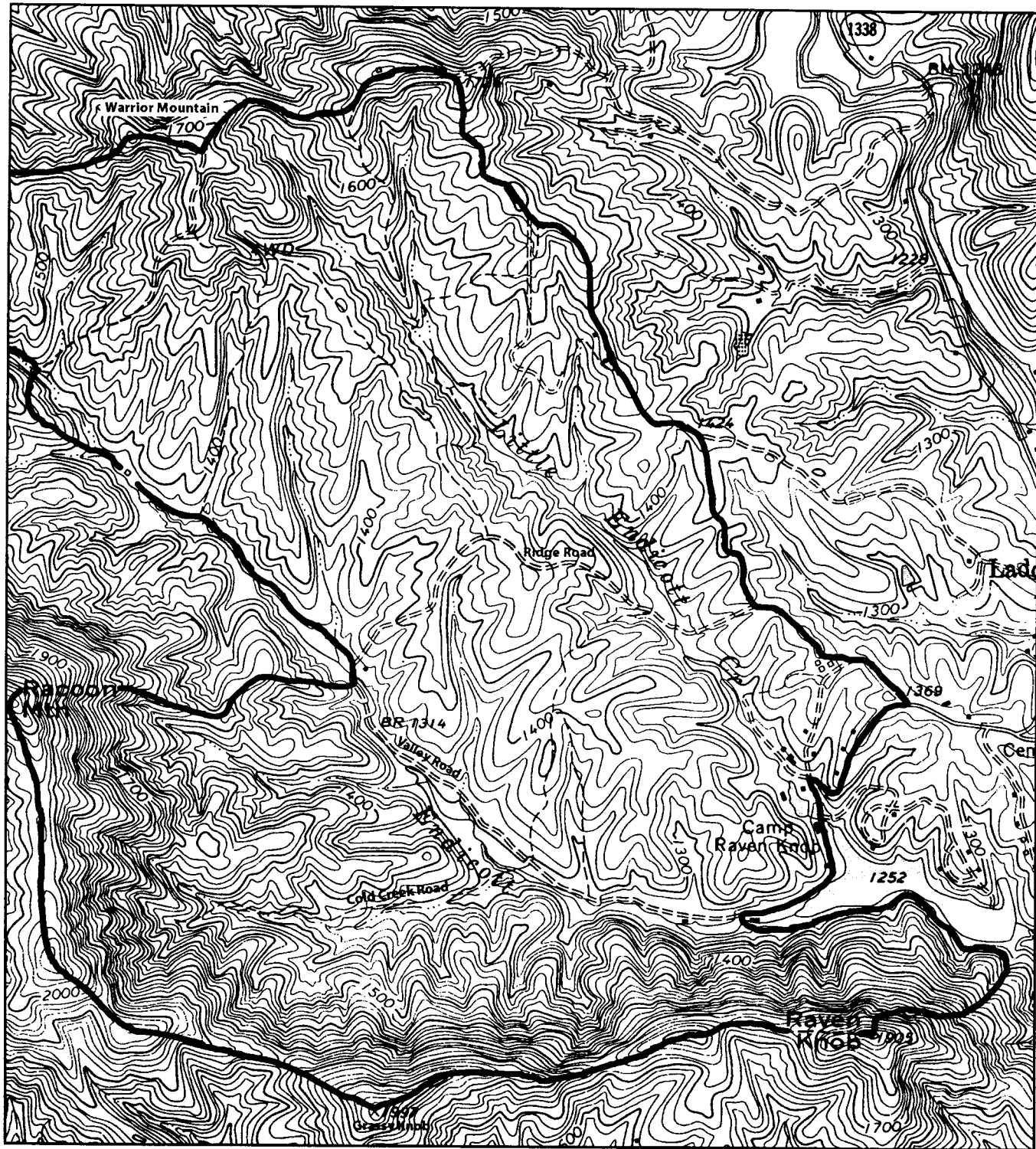
restoration work done on the north side of the lake. There is a bridge crossing the spillway at the dam, and another bridge over one of the swampy coves.

Follow the shoreline on the northern side of the lake. You will pass near several summer camp campsites—if they are occupied, please don't go through them without first asking someone's permission.

The trail will become more heavily traveled the further you go, eventually ending at the Trading Post.

DEGREE OF DIFFICULTY





CONTOUR INTERVAL 20 FEET
 THE BOUNDARY TRAIL

Backcountry Camping



DAY HIKES ARE a great way to introduce yourself to all the different trails at Raven Knob, but to really make use of them, you'll want to try a weekend backpacking trip.

Of course, you can camp in one of Raven Knob's developed campsites, but why would you want to? You stay there during summer camp, and besides, that's the part of camp you've already seen. You want to go someplace you haven't been before.

What's out there?

You can camp pretty much anywhere at Raven Knob, even at the top of Raccoon Mountain. (You probably wouldn't want to try the bottom of Lake Sabotta, but it's your choice.) There are some places, however, that are more desirable than others.

The two prime factors for backcountry camping at Raven Knob are water and accessibility.

The only purified water in camp will come from the camp water system, which is turned off in the winter. In warmer weather, each developed campsite in the main part of camp has a latrine with a water spigot.

Where to go

The easiest places to reach at camp are those along Valley Road, and off Valley Road on Cold Creek Road (the Orange Trail).

There are several areas through here that have been used for campsites, most within a mile—and an easy walk—of the Scoutcraft area.

Another popular place is the area around the Wilderness cabin. There are several clearings between the "Tri-Corners" intersection and the cabin. These clearings—known as the **deer fields**—are on both sides of the road.

At the cabin itself, there is a picnic table on the porch, and a latrine in one corner of the clearing.

Across the creek and along the Yellow Trail are several small areas that would be ideal campsites for small groups, such as a patrol.

These areas are all near a creek. You'll hear it again, but be sure to purify your water if you get it from a creek.

Of course, there are excellent sites off of the Red Trail, the Blue Trail, and other parts of the Yellow Trail, but none of these have easy access to water, so you'll have to bring your own.

The most inaccessible parts of camp will be those along the White Trail, on the southern ridge line.

See the checklist on the next page for some backcountry camping tips and practices.

and Checklist

Purify your water. If you get water from a creek, be sure to purify it before you use it. See the *Boy Scout Handbook* or the *Fieldbook* for tips on purifying water.

Remember backpacker's rule number 1—**leave your campsite better than it was when you found it.** Practice low-impact camping. If you build a fire, scatter the rocks and firewood before you leave, so that no one will know you camped there.

Stoves are an option to cooking over fires, particularly in areas where a plentiful supply of water is not available.

Don't cut live trees. If you need wood for something, there should be plenty already laying on the ground.

If you carry it in, carry it back out. Don't bury your trash, or worse, just leave it there.

It is very hard to get lost at Raven Knob. If you do get a little disoriented, do one (or both) of two things: go downhill, and follow a creek. Going downhill will take you to a creek, and following the creek downstream will eventually take you back to the main part of camp.

Thanks for Your Help

The members of the Raven Knob Trails committee would like to thank all of those people who have helped make this guidebook possible. Scouts and leaders have spent many hours not only updating these pages, but clearing and remarking all of the trails at camp as well.



Thanks to:

Travis Gentry
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BSA Troop 658

