

# Backcountry Camping Trip Guide

Two Nights

National Park Service  
U. S. Department of the Interior  
Shenandoah National Park  
Emergency: 1-800-732-0911



## Wildcat Hollow and NF Moormans River

Standard - Circuit

**Level:** Experienced

**Total Length:** 21.5 miles

**Trip Description:** Excellent views, swimming holes

**Entry:** 87 MP - Blackrock Gap

**Exit:** 87 MP - Blackrock Gap

**Map(s):** PATC #11 South District

### Day One

Campsite: North Fork Moormans River - backcountry

2.5 to 5 miles

Hike down North Fork Moormans River (NFMR) Road 2.2 miles (at "Y" stay right, following the river downstream).

Road turns into NFMR Trail. Continue hiking the trail downstream .

You may find a place to camp at any point after Shop Run (see note below).

### Day Two

Campsite: Wildcat Ridge Trail - backcountry

8.8 to 11.3 miles (depending on your campsite the first night)

Finish hiking NFMR, which will become a gravel road again (total NFMR is 5.2 miles).

Follow gravel road until you are just upstream of the reservoir and look for South Fork Moormans River (SFMR) Road, which crosses the river.

Hike SFMR (keeping your eyes peeled for the splendid swimming hole!) for 2.1 miles.

Turn right onto Turk Branch Trail, hiking 2.1 miles.

Turn right onto the Appalachian Trail (AT) and hike north 2.3 miles.

Turn left onto Wildcat Ridge Trail and hike about 2 miles.

When you come to the stream, hike upstream to find a place to camp.

### Day Three

7.7 miles

Continue hiking downstream on Wildcat Ridge Trail another 0.7 mile.

Turn right onto Riprap Trail and hike 4.5 miles.

Turn left onto the AT, hiking north 2.5 miles to return to vehicle.

### Notes

There are several stream crossings on Moormans River and the water can be knee to waist high in the spring and after heavy rains! On the plus side, there are several wonderful swimming holes on NFMR and one jewel of a hole on SFMR, making this a great summer trip.

NFMR is seldom camped. Give yourself time and daylight to find a legal campsite. There are plenty of places to pitch your tent, but you'll have to look for them. You'll be far enough in from the boundary by the time you cross Shop Run (the second stream crossing after the gate).