

How to get the most from a circuit session at The Climbing Works

- Warm up on an easy circuit first
- Be considerate and take a brush around with you to clean your chalk from the holds when you have finished a problem – whatever the grade of the circuit you're trying! Brushes are available in our shop.
- Climb the circuits in number order – this is how they are designed to be climbed
- Be very careful when climbing in the arches. Make sure those climbing around you ensure that other climbers don't wander underneath you when you are climbing.
- When you finish a problem, climb back down to the floor if you can – it will save wear and tear on your knees. Obviously, this isn't always possible, but it's a good habit to get into!
- All problems finish on the top hold. **DO NOT GRAB THE TOP OF THE WALL.** This area is out of bounds on all problems, and is not a climbing surface.
- When you have completed a circuit a few times and are familiar with the problems, try and see if you can complete it in under an hour!

CLIMBING WORKS CIRCUIT GUIDE.

There are currently 8 circuits of c.40 problems. All the problems in a circuit are within the indicated grade range.

Nearly all problems use the holds plus all other volumes, arêtes etc. Some problems have specific rules, they are described in the topo.

Symbols

☺ is for you to tick it when you have done it

- means the problem is mid range

↓ means the problem is low in the grade range

↑ means the problem is high in the grade range.

25 extra problems are on the Berghaus Competition wall – grades for these problems can be found on the grade card on the mats under this wall

Colour green +pink spots
Range:..... Font 5-6a+
Common Rules: green spotty holds + all volumes, arêtes etc.

Setter: Sam/Percy
Starts: slab

No	Diff	☺	Rules
1	↓		
2	-		
3	-		
4	↓		
5	↓		
6	↓		
7	-		
8	↑		
9	↑		
10	-		
11	↓		
12	-		
13	↓		
14	-		
15	↓		
16	↓		
17	↓		
18	↓		
19	-		
20	↓		

These can also be linked up to create the following long problems/ routes (French sport grade)

Start 2, Finish 1 (7a+)

Traverse the whole wall

Start 7, Finish 8 (7a)

Traverse the whole wall

Start 11, Finish 14 (6c+)

Start 15, Finish 20 (7a)

Colour: White **Range:** **Setters:**
Common Rules:
Starts:

No	Diff	☺	Rules	No	Diff	☺	Rules
1	↓			21	↑		
2	↓			22	↑		
3	-			23	-		
4	-			24	-		
5	-			25	-		
6	-			26	↑		
7	↑			27	-		
8	-			28	↑		
9	-			29	-		
10	-			30	↑		
11	-			31	-		
12	-			32	-		
13	↑			33	-		
14	-			34	-		
15	-			35	-		
16	-			36			
17	↑			37			
18	-			38			
19	↓			39			
20	↓			40			

Colour: Blue Range: Font 3-4 Setters: Sam Common Rules: Use all arêtes, volumes, etc, etc! Where Starts: Colour Wall – Right hand side of slab							
No	Diff	😊	Rules	No	Diff	😊	Rules
1	–			21	–		
2	–			22	–		
3	–			23	↑		
4	–			24	↓		
5	↓			25	–		
6	–			26	–		
7	–			27	–		
8	↓			28	↑		
9	↑			29	–		
10	↑			30	↓		
11	↑			31	–		
12	↓			32	–		Use The Crack
13	↓			33	↑		
14	–			34	↓		
15	–			35	↑		
16	↑		Use The Crack	36	–		
17	–			37	–		
18	↑			38	–		
19	–			39	–		On Little Skip
20	–			40			

Colour: Red Setter: Percy Range: Font 6b to 7b Starts: Pillar right of Slab Common Rules: All arêtes, volumes etc. are in, unless stated							
No	Diff	😊	Rules	No	Diff	😊	Rules
1	–			21	–		
2	↓			22	–		
3	↓			23	–		
4	–			24	↑		
5	↓			25	↑		Jump Start
6	–		Use The Crack	26	–		
7	–			27	↑		
8	–		No Volume	28	–		
9	–			29	↑		
10	↑			30	–		
11	–			31	↓		
12	–		Through The Arch	32	–		
13	–			33	↓		
14	↓		Double Dyno	34	–		
15	↓			35	↓		
16	↓			36	–		
17	–			37	–		
18	↑			38	–		
19	–		No Crack DYNO!!	39	–		
20	↑			40	–		

Colour: Purple Range: 6+to 7a Setter: Sam and Percy
Starts: left hand side of clinic wall
Common Rules: Purple holds plus all volumes and arêtes.

No	Diff	☺	Rules	No	Diff	☺	Rules
1	-			21	-		
2	-			22	-		
3	↓		No Top of Triangle	23	-		
4	-			24	-		
5	↓			25	↓		
6	-			26	↓		
7	-			27	-		Right of Slab
8	-			28	↓		
9	↓			29	↓		
10	-			30	-		
11	↓			31	-		
12	↑			32	↓		
13	↓			33	-		
14	↑			34	-		
15	↑			35	-		
16	-			36	-		
17	↑			37	-		
18	-			38	-		
19	↓			39	↑		
20	↑			40	↓		
				41	-		

42	-			43	-		
44	-			45	-		
46	↓			47	↓		

Colour: Black **Setter:** Percy **Range:** Font 6a (ish!)
Starts: Left hand end of the Clinic Wall
Common Rules: All arêtes, volumes etc. are in, unless stated

No	Diff	☺	Rules	No	Diff	☺	Rules
1	↑			21	-		
2	-			22	↓		
3	-			23	-		
4	-			24	-		
5	↓			25	-		
6	↑			26	↑		No top ledge!
7	↓			27	-		
8	-			28	↑		
9	↑			29	↓		
10	-			30	-		
11	-			31	-		
12	↓			32	-		
13	-			33	-		
14	↓			34	-		
15	-			35	-		
16	-			36	-		
17	↓			37	↑		
18	-			38	-		
19	-			39	↑		
20	↑			40	↑		
				41	-		

Colour: Green **Setter:** Sam **Range:** Font 3
Starts: Pink Wall opp Cheese's door
Common Rules: All arêtes, volumes etc. are in, unless stated

No	Diff	☺	Rules	No	Diff	☺	Rules
1	-			21	-		
2	↓			22	-		
3	↓			23	↓		
4	-			24	↓		
5	↓			25	-		
6	-			26	↓		
7	-			27	-		
8	-			28	↑		
9	↓			29	-		
10	↓			30	-		
11	↓			31	↓		
12	↓			32	↓		
13	↑			33	-		
14	↓			34	-		
15	↑			35	↑		
16	↑			36	-		
17	-			37	↑		
18	↓			38	-		
19	-			39	-		
20	↓			40	↓		

