

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 10 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: Yellow **Range:** 6c-7b+ **Setters:** Percy
Common Rules: If it's a feature, volume or yellow thing; pull on it!
Starts: Pillar left of slab

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

Colour: Green and Pink Spots **Setters:** Percy & Sam **Range:** 4 to 6a
Starts: LHS of Masters Wall
Common Rules: All arêtes, volumes etc. are in, unless states

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

39	-						
40	↑						
41	↓						
42	-						
43	-						
44	-						
45	↓						
46	↑						
47	↓						
48	↑						
49	-						
50	-						

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	↓			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	↓		
				41	-		

Colour: BROWN Setter: Sam and Brian Range: Font 6a to 6c
Starts: RHS of Masters Wall
Common Rules: Brown holds, arêtes, volumes, the lot!

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

Colour: Green Range: 3 – 4+ Setters: Sam & Percy
Starts: Left hand side of Clinic wall. **Common Rules:** Green holds plus all volumes and arêtes.

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: YELLOW & PURPLE SPOTTY Range: 4-6
Setters: Sam and Percy **Starts:** Left hand side of Clinic wall
Common Rules: Yellow spotty holds plus all volumes and arêtes

	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: 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: 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	-		
13	↑			33	-		
14	-			34	-		
15	-			35	-		
16	-			36			
17	↑			37			
18	-			38			
19	↓			39			
20	↓			40			

Colour: Red Setter: Percy Range: Font 6b to 7a+
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	—		Jump Start	23	↓		
4	↓			24	—		
5	—			25	↑		
6	↑		Use Crack!	26	—		
7	—		Top of Blue wall section is out	27	—		
8	—			28	↑		
9	↑			29	—		
10	—		Finish left through arch	30	—		
11	↑			31	↑		
12	↑			32	—		
13	↑			33	↓		
14	↓			34	↓		
15	↓			35	—		
16	↓			36	↑		
17	—			37	↓		
18	—			38	—		
19	—		Crack is in	39	—		
20	—			40	↑		