

### 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:** PURPLE & PINK spots **Setters:** Neil & Percy  
**Range:** Font 6b to 7a **Starts:** Opposite reception  
**Common Rules:** Purple holds + all volumes, arêtes etc

No	Diff	😊	Rules	No	Diff	😊	Rules
1	↑			21	↑		
2	↓			22	-		
3	-			23	-		
4	↓			24	-		
5	-			25	-		
6	-		The spotty holds left of the crack are OUT!	26	-		
7	-			27	↑		
8	↓			28	-		
9	-			29	-		
10	↑		Top of triangle in the corner is not in!	30	-		
11	↑			31	-		
12	↑			32	-		
13	-			33	-		
14	-			34	-		
15	-						
16	↓						
17	↓						
18	↑						
19	-						
20	-						

**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: 2 – 3** Setter: Sam  
**Starts:** Right hand side of slab  
**Common Rules:** Purple holds plus all volumes and arêtes.

No	Diff	😊	Rules	No	Diff	😊	Rules
1	-						
2	↓						
3	↓						
4	↓						
5	-						
6	↓						
7	↑						
8	↑						
9	-						
10	↑						
11	↑						
12	↑						
13	-						
14	-						
15	↓						

**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:** 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:** 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:** 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	↑		