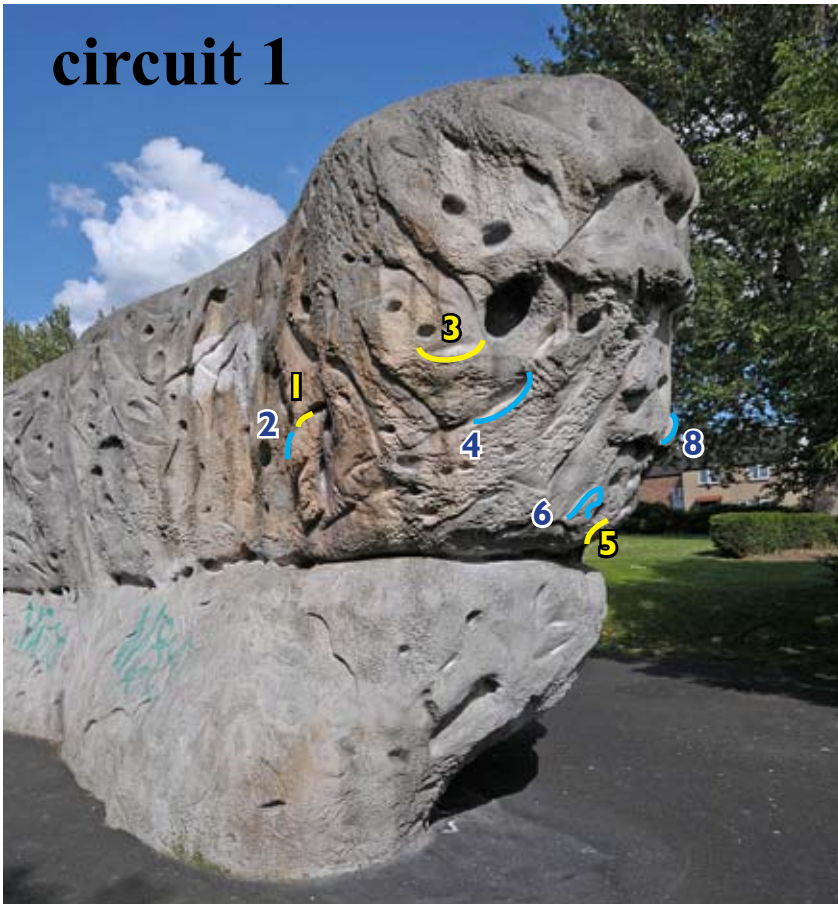


Circuit 1 Sort of 7b. But whether that's font, sport or english I don't know. The easiest and shortest

left hand

right hand



RH 1 good edge

LH 2 good edge

RH 3 big rounded edge

LH 4 cross under to big flake

RH 5 big round undercut in break

LH 6 crimpy pinch

RH 7 long positive crimp

LH 8 high diagonal crimp

RH 9 positive undercut slot

LH 10 shallow 3 finger pocket

RH 11 lowest of line of 4 shallow pockets

LH 12 good shallow rounded hold in break

RH 13 deep rounded tennis ball pocket at the back of the break

LH 14 match in the above hold

RH 15 rightmost of twin slots

LH 16 leftmost of twin slots

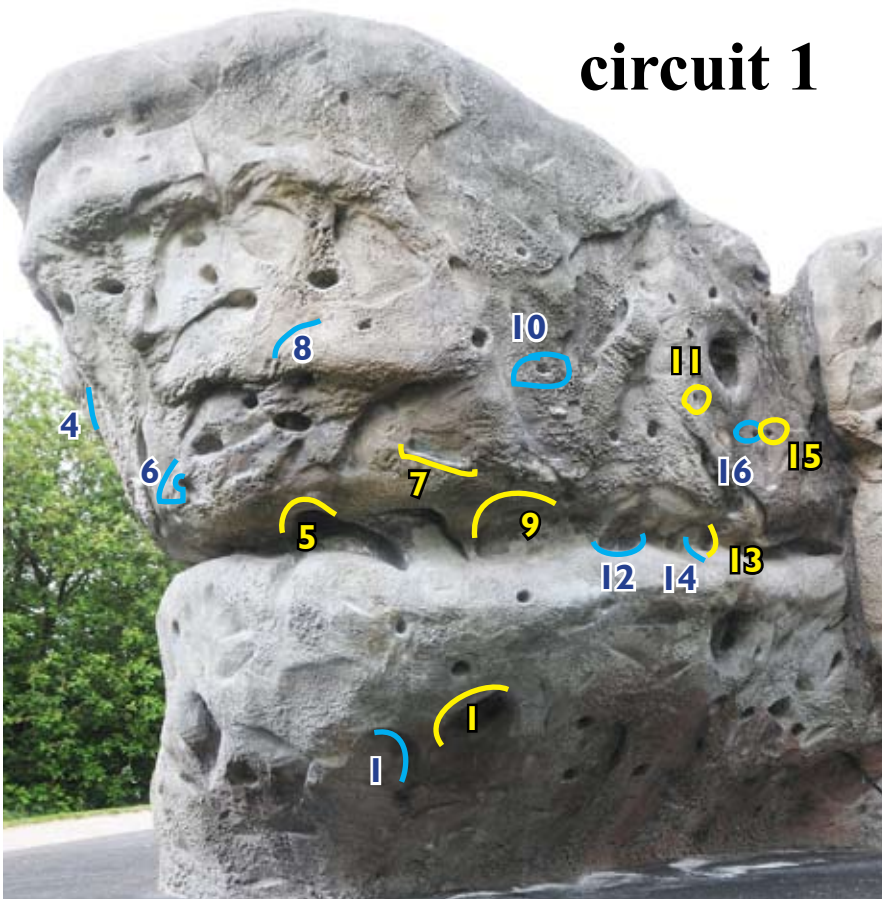
RH 17 three finger pocket

LH 18 cross under to low, good fingerpocket (if reach is an issue use the layback flake with the left hand to help.)

RH 19 Biggish, angled edge

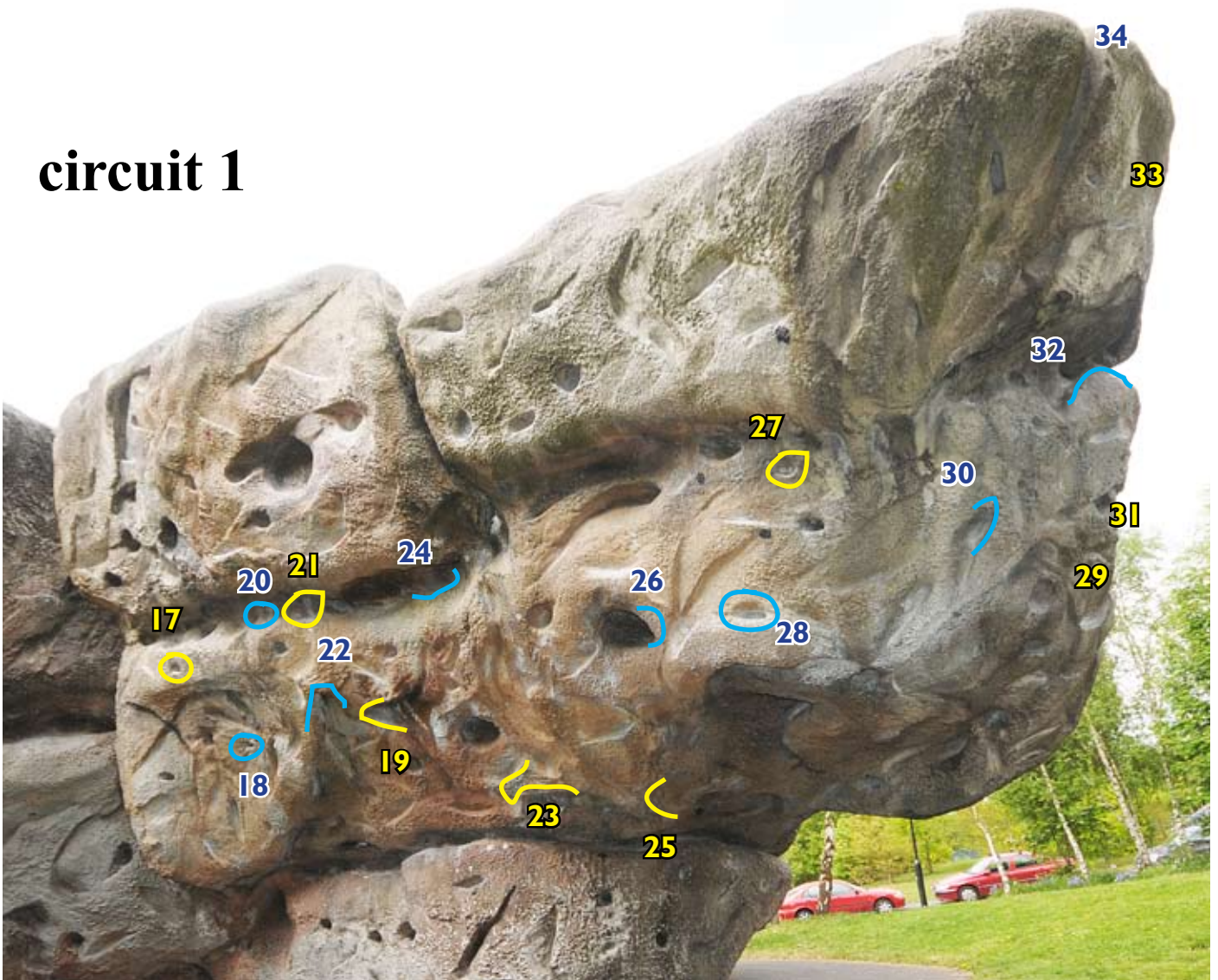
LH 20 rounded 'eye'

RH 21 right 'eye'

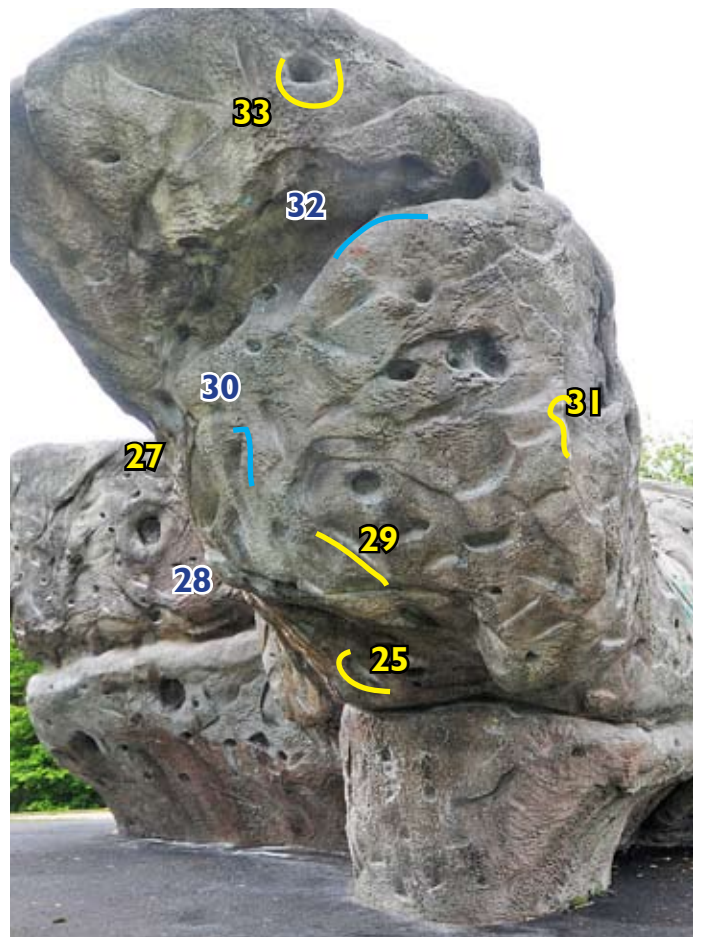


circuit 1

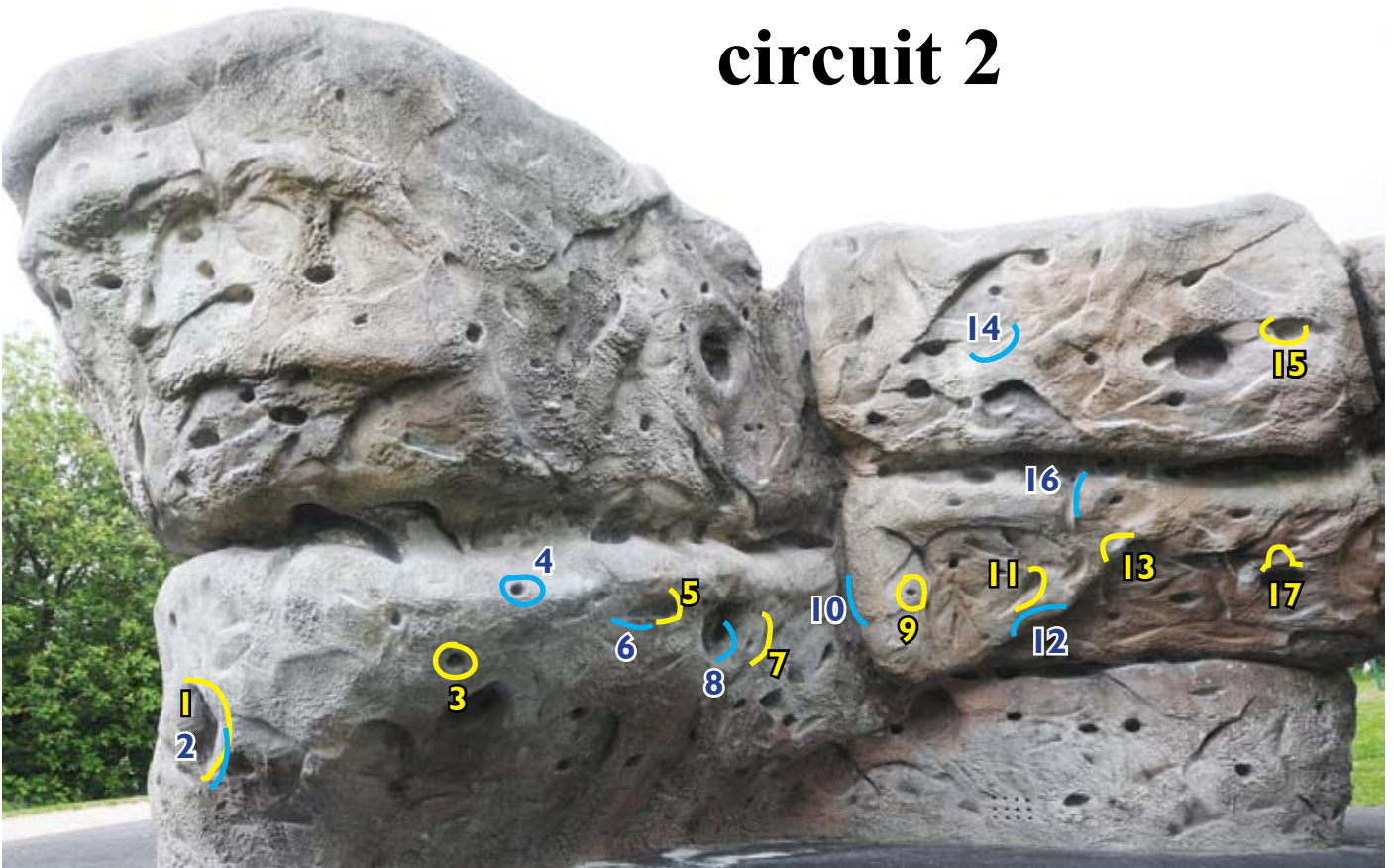
circuit 1



- LH 22 positive undercut
- RH 23 low pinchy undercut.
- LH 24 Rightmost rounded pocket in the break
- RH 25 good but low sidepull / undercut
- LH 26 right side of porthole.
- RH 27 shallow three finger pocket
- LH 28 good deep slot
- RH 29 big angled flake
- LH 30 chunky layback flake
- RH 31 pinch on the arete
- LH 32 rounded orange dot hold
- RH 32 high jug pocket
- LH 33 top



circuit 2



Circuit 2 Sort of mid-7 grade.

RH 1 big sidepull flake

LH 2 big sidepull flake

RH 3 good 4 finger pocket above and left of porthole

LH 4 cross to 3 finger pocket

RH 5 long brown flatty

LH 6 long brown flatty

RH 7 good sidepull flake

LH 8 layback right side of porthole

RH 9 3 finger pocket

LH 10 corner flake

RH 11 big gaston on big flake

LH 12 Undercut big flake just under the gaston

RH 13 layback good smaller flake just above

LH 14 diagonal crimp, blue dot

RH 15 rounded pocket

LH 16 good rounded sidepull flake

RH 17 good Undercut in porthole

LH 18 big horizontal pinch

RH 19 good Undercut under the roof

LH 20 r side of porthole

RH 21 good crimp, black dot

LH 22 good crimp above

RH 23 low pinchy sidepull, yellow dot

LH 24 high sidepull, yellow dot

RH 25 low 3 finger pocket

LH 26 good high, slanting crimp

RH 27 right twin pocket, blue dot

LH 28 low good slot pocket, just above blue dot pocket

RH 29 low crimp on lip, orange and blue dot

LH 30 good pocket in left of roof feature

RH 31 Undercut just in front of pocket

LH 32 big Undercut in roof

RH 33 match big Undercut

LH 34 high pinch layaway (put left foot high in porthole)

RH 35 diagonal crozzly crimp

LH 36 3 finger pocket below pinch

RH 37 good rounded pocket

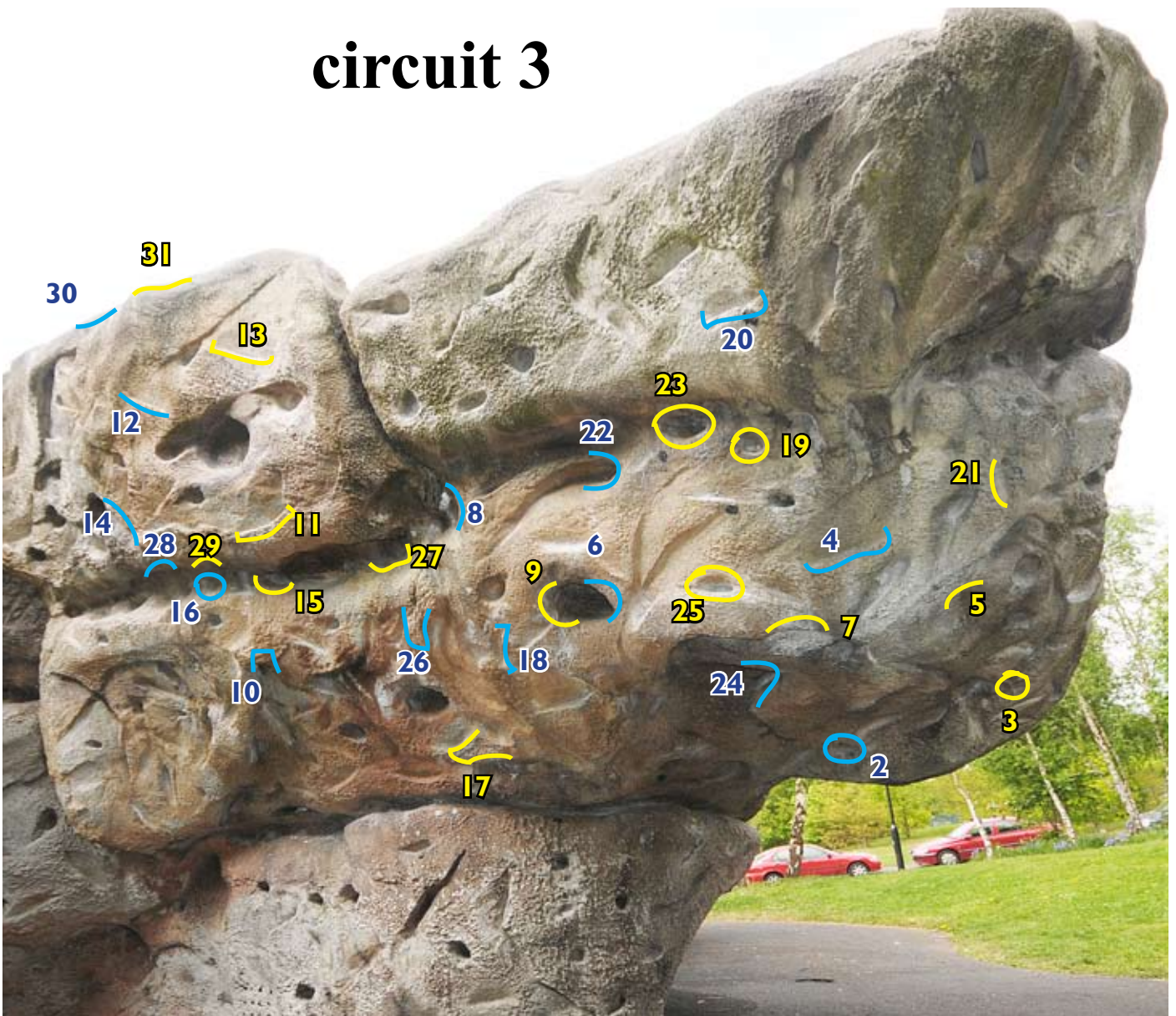
LH 38 high angled crimp

RH 39 good crimp in flake

LH 40 top



circuit 3



Circuit 3

This one's a lot harder, something like in the high sevens. You can link it into near the end of circuit 2 (holds 29 and 30) if you're some sort of monster. It's kinda three boulder problems interspersed with a couple of shakeouts (on 15 and 16 and 22 and 23, so each one can be a problem in itself.

RH 1 red dot crimp on lip

LH 2 Good deep round pocket

RH 3 3 finger pocket. Use 3b, big flake, if next move is too far.

LH 4 angled rounded fingethold (yellow dot)

RH 5 lower of 2 undercuts

LH 6 right side of porthole

RH 7 good undercut

LH 8 layback hold in bottom of the crack (or the lipped pocket up and right if you can reach)

RH 9 left side of porthole

LH 10 good undercut (or the flat rounded edge above if you can reach)

RH 11 long crimp

LH 12 long thin diagonal crimp (red dot)

RH 13 long thin diagonal crimp

LH 14 easy undercut

RH 15 shake-out pocket

LH 16 shake-out pocket

RH 17 low undercut pinch (use good undercut LH10 to help if you can't reach)

LH 18 left-facing sidepull / layaway

RH 19 shallow 3 finger pocket (use the flat crimp (yellow dot) just below as an intermediate if you can't reach)

LH 20 good crimp (black dot)

RH 21 pinchy layback flake

LH 22 nice rounded shake-out slot

RH 23 shake-out pocket

LH 24 big undercut

RH 25 good pocket (if you have the reach use sloping yellow dot fingerhold above)

LH 26 pinch

RH 27 rounded sloping pocket in the break

LH 28 2nd undercut from the left (1st good one)

RH 29 3rd undercut from the left

LH 30 top

RH 31 top

circuit 3

