

#	Hand Hold Colour	Route Setter Initials	Recommended Feet*			Grade	Notes	
			Holds	Features & Holds	Features			
1	Pockets					4+		
	Features					?	Arete allowed for hands	
	Orange	RB				5		
	Pink	RB				4		
2	Blue	RB				3	Good place to start...	
	Pockets					5		
	Features					6b	Quality balancey smeary bridging	
	White	RB				4		
3	Orange (Luminous)	RB				5+		
	Pockets					6a		
	Yellow (Luminous)	RB				5		
	Green Bubbles	KK				6b	Plenty of smearing up the corner	
4	Pink	KK				6b+	Hard move low down	
	Pockets & Tufa					6b+		
	Blue	RB				6a+		
5	Green	RB				6c		
	Pockets					6a+	Features and pockets for feet	
	Red	RB				6a		
6	Grey	RB				6b+		
	Pockets					5+	Features and pockets for feet	
6.5	Green	RB				5		
	Pockets up the Prow					6b		
7	Black Triangles	ND				6c	A classic test piece from Nick Dixon.	
	Pockets					6b+		
	Pink	MOL				6c+	Sustained pockety goodness	
8	Blue	MOL				7a+	Hard move low down	
	Pockets					6b		
	Wasp	MOL				4+	New holds!!! :)	
9	Pink	MOL				6a		
	Pockets					6b		
	Brown	MOL + KK				6c	Flowy start into some technical sloper lockoffs	
10	White	KK				7a	Hard move low down and then a teky finale. New Holds! :)	
	Pockets					6b+		
	Yellow (Luminous)	KK				6c	Technical smearing on flat undercuts	
11	Green	MOL + KK				6c+	Tricky in the middle	
	Features					7b+	The ultimate bridging experience.	
	Pockets					6a		
	White	MOL				6a+		
12	Pink	MOL				6b		
	Pockets					6a		
	Features					?	The arete with features on the face...???	
	Pale Yellow	MOL + CH				5+		
	Blue	MOL				4+		

\*Hotrock climbing wall has lots of **permanent moulded features** to climb on, such as, the obvious large pockets, the less obvious small features (little dimples in the surface of the wall) as well as a couple of aretes and a couple of flake style holds. The **changeable coloured handhold** routes can be climbed with various combinations for your feet. This

list includes the recommended footholds to use and the respective suggested grade of difficulty. Try other combinations of footholds and it will either make the route harder or easier, depending on what you choose to use as the footholds. Generally if you want to make a route easier, use everything for your feet and if you want to make it harder just use the little features to stand on. Experiment!

\*\* "Holds" for feet means use the routes coloured hand holds for your feet. **However**, you can still smear your feet against blank sections of the wall, just don't stand on any definiable features.

\*\*\* "Features" means only stand on the small little dimples and bumps in the wall - avoid standing on any of the large pockets.

