



***Climbing is inherently dangerous.**

All climbers must read and agree to all the rules and regulations of the climbing facility.

Climbing Wall Rules and Regulations

- All climbers must check-in using their student ID at the climbing wall desk
- Only staff are permitted to teach critical skills at the climbing wall
- Shoes must be worn at all times, close-toed shoes must be worn while climbing
- All personal belay devices are prohibited
- Personal harnesses must have two soft tie in points and one belay loop
- Patrons may obtain a belay check by completing the proper workshop or by testing out. These workshops and test outs are only to be conducted by staff
- Avoid walking between an active belayer and the wall
- Do not walk or stand directly under an active climber
- AirPods/headphones must be removed prior to climbing
- Pockets must be emptied prior to climbing
- Long hair must be tied back before climbing
- Any loose jewelry and finger jewelry should be removed before climbing. Watches may be left to climbers discretion.
- Do not put fingers in or step on bolt hangers
- No food or beverages are allowed in the climbing/bouldering area with the exception of drinks in a completely closed container (no to-go lids).
- Loose chalk is not permitted; please use liquid chalk or chalk balls
- Bouldering is not permitted on the top rope wall
- The adjustment or rearranging of holds is prohibited
- **No unsafe conduct will be tolerated. The climbing wall supervisors and staff have the right to deny access to the wall and may suspend the use of any equipment that they deem dangerous**

Climbing Wall Etiquette:

- Do not give unsolicited advice aka beta spray; let people work on their projects on their own. Unless they ask you specifically for beta, do not give it to them
- Be aware of your surroundings, do not walk directly underneath an active climber
- If you are unsure about something, please ask the staff for assistance
- Take turns climbing with those around you
- Be courteous of those around you and their personal space