

Boulder Competition Rules

Divisions

We will have 8 divisions; four for men and 4 for women. The divisions will be pre-determined at the event if participants do not self-declare on the registration form. Divisions will be separated into:

- Beginner (Moderate)
- Intermediate (Difficult)
- Advanced (Hard Difficult)
- Open (Very Difficult)

Heats

In order to allow maximum time on the wall the competition will be divided into heats. First heat of the day will be made up of Intermediate and Open Climbers; followed by Advanced and Beginner climbers. Any tie breakers will be held at the end of all heats prior to awards being given.

Individual Points

At each event a climber will accumulate points for each route that is completed. The top five scores for each climber are tallied after the competition has ended. The climber with the highest accumulated score in his/her respective category wins.

Boulder Competition Event Format

- Separate divisions for both men and women
- Competition will follow the “redpoint” format:
 - This type of competition provides many different climbing routes.
 - Each route has a different level of difficulty and a unique point value commensurate to the level of difficulty.
 - Competitors are allowed three attempts on a route and the opportunity to watch other competitors climb on the route prior to an attempt.
 - Competitors individually choose which routes to attempt.
 - Points are gained only if the route is completed.
- Scores will be kept on score cards
- Ten point penalties will be issued for falls
- Spotting will be mandatory
- All routes will have labeled starts and finished
- Climbers should be given a “five minute warning” near the end of the event.
 - At the end of those five minutes any climbers still on the wall (on an official attempt) will be allowed to continue.

Scoring

Each route will be worth a specific number of points based on that route's anticipated difficulty. Each competitor's best five completed/scored routes will be added together for a final score. Unsportsmanlike conduct will not be tolerated and will result in the removal from competition and building.

Points are awarded only for completion of the route. "Completion" is defined as climbing to the finish hold of a route and placing two hands on it while maintaining stability. An attempt will count as a fall if the climber only touches the finish hold, but only as part of an uncontrolled dynamic fall. Falls are tallied on each competitor's scorecard. Competitors that "flash" a route will be awarded 10 extra points for that route.

Falls due to spinning holds will not count against the climber. If a climber discovers a spinner and does not fall, he or she may choose to jump down and start over or continue climbing. However, if the climber chooses to continue climbing, a fall on that attempt will count against them.

Ties will be decided with an additional route for the two participants who are tied. Participants will be given three attempts at a route that is one level above their division. The participant with the higher score wins the division. For example: If two climbers have the identical score and the identical number of falls for their top five routes, and are both tied for first place, both climbers will be awarded three final attempts at a route one division up. The chosen route will be identified by the event judges. The climber with the next highest point total, and fewest number of falls, will be awarded third place, and so on.

The competition shall be split into Beginner, Intermediate, Advanced and Open divisions. Climbers choose their division. If the Competition Staff suspects that a climber has entered a lower division than his or her actual skill level in order to reduce competition, they may move the climber into another division. Climbers can also be moved if a climber's final score is above the average of a higher division's scores, the climber will be bumped into the appropriate upper division.

The top three climbers by points in each division shall receive awards at the end of the competition.

Event Rules and Judging

This is a self-judged competitions are essentially the same principle as staff-judged; however the competitors are required to observe each other as witnesses of an ascent. Unlimited attempts are permitted on each route. Two staff-judges will be present at the competition. These judges are trained in all rules and act at the final decision on any disputes.

Climbers declare their intention to attempt a route by handing their scorecard to another climber or employee. That person will act as judge for that attempt. Judges will mark all falls, and indicate on the climber's score sheet the points earned (if any) for that attempt. Judges must initial all attempts they observe.

- If a climber dabs on the floor, pad-surface, spotter or an off-route hold, an attempt at the route is recorded and they are required to step off the route.
- Spotters must be used for an ascent to count.
- In order for a climb to count towards a competitor's final score, there must be a witness(es) signature.
- Remember it's all in good fun and the judges rulings are final. When in doubt error on the side of good sportsmanship.