Dirty 30 Climbing Competition

Competition Format

These rules are taken from Collegiate Climbing Series Member Rulebook’s under the “Redpoint” format competitions. (version 5, 2/4/13)

- Climbers have multiple attempts on a route or boulder problem and the opportunity to watch other competitors climb on the route prior to an attempt.
- Competitors individually choose which routes to attempt.
- Unlimited attempts are allowed on any given route.
- Climbers may try as many routes as they wish, or as time allows.
- Climbers will 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. The Rock Wall Program Manager may choose to allow competitors with their scorecards in a queue to make one last attempt (time permitting). Otherwise, climbers MUST turn in their scorecards.

Scoring

Points
- Each route is worth a specific number of points based on its anticipated difficulty.
- Each competitor’s best seven completed/scored routes will be added together for a final score. This may be a combination of sport climbs/top ropes and boulder problems.
- 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.
- If the climber completes the route on the first attempt (flashed the route) they will be awarded a bonus.

Falls
- An attempt will count as a fall if the climber touches the finish hold as part of an uncontrolled dynamic fall.
- Falls are tallied on each competitor’s scorecard. Falls are used as tie-breakers.
- 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.
  - If the climber chooses to continue climbing, a fall on that attempt will count against them.

Ties
- Ties will be decided in favor of the climber who used fewer attempts, i.e. falls will break ties.
- Falls are counted only for the top seven scores.
• If ties cannot be broken by comparing the number of falls, then the tie will be awarded as such.
  o For example: If two climbers have the identical score and the identical number of falls for their top seven routes, and are both tied for first place, both climbers will be awarded first place points. The climber with the next highest point total, and fewest number of falls, will be awarded third place, and so on.

Finals

• Only the top three climbers in “Advanced” division will proceed to a final route. This route will be an “onsite” route.

• The top three climbers will wait in the back of the wall until it is their turn to climb.

• The winner shall be decided by the farthest advancement on the route.

• If there is a tie it shall be broken by time. Time starts from when the climber is shown the route to completion of the route or a fall from the wall.

Format

• The competition shall be split into Beginner, Intermediate, and Advanced divisions.

• Climbers choose their division.

• If the Rock Wall Program Manager suspects that a climber has entered a lower division than his or her actual skill level in order to reduce competition (commonly known as “sandbagging”), they may move the climber into another division.

• The top three climbers by points in the beginner and intermediate divisions shall receive awards at the end of the competition.

Judges and Observers

• Climbers must have their attempts observed by another climber or an employee of the wall in order for the climb to count.

• Unlimited attempts are permitted on each route.

• Beta MAY be given to a competitor BETWEEN or before attempts on a route but NOT while the competitor is attempting the route.

• Climbers declare their intention to attempt a route by handing their scorecard to an employee or competitor. 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.

Cheating and Unsportsmanlike Behavior

• Judges are under strict obligation to accurately and honestly mark falls and points.

• Any climber or observer found to have falsified a score sheet may be removed from the Wellness Center at the discretion of the Rock Wall Program Manager without the refund of their competition entrance fee. This policy also applies to unsportsmanlike or disruptive behavior.
Route setting

- If a route is to be used BOTH as a lead route and a top-roped route, care has been taken to ensure that the route is safe to climb BOTH ways (i.e. we have looked for unsafe swings on overhanging routes, or unsafe clips when the route is to be led.)

- If a route is used both as a lead and a top-roped route, it will be given two distinct numbers and point values, with the higher score given for leading the route.

- If a competitor attempts to lead-climb the route, but does not complete the route, they may choose to top rope the route, but the first attempt will be marked as a fall.

- Once a competitor attempts/climbs a route on top-rope, he/she may not then attempt the same route as a lead climb.