King of the Wall

*Spring Bouldering League Rules*

The climbing league format competition will be held in a redpoint climbing competition style. The following are changes made to those rules for this specific competition. Climbers will compete for one month and points are totaled for that entire time. Other changes to the redpoint format competition are as follows:

1. Climbers may practice on a route as many times as they wish, but only an attempt observed by an employee will count towards their total score.
2. Climbers competing may only practice league routes during the rock wall’s normal open hours.
3. Climbers only get two attempts at finishing a route. Completing the route on the first attempt earns the climber full points. If the climber falls, he or she may try again for only half points.
4. After two failed attempts on a route, the climber is blocked from scoring on it ever again. If two score sheets are submitted by the same climber for the same route, only the lowest score will be added to the climber’s total.
5. 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.
6. Only employees of the rock wall may score a climb.
7. Rock wall employees may decline to score an attempt at a certain time if they feel that the wall is too busy to maintain safety while scoring.
8. Points earned are accumulated throughout the entire competition. A score sheet will be posted at the wall each week.
9. A route’s point value is marked on its tape, around the starting hold. This is the amount of points earned for completing the route on the first observed attempt.
10. Routes will only be “open” for scoring for a limited time, usually one or two weeks. The date range that a route is open will be marked on the route’s tape, around the starting hold. Climbers fill out one score sheet per route.
11. The competition shall be split into Beginner, Intermediate, and Advanced divisions. Climbers may only score in one division.
12. Climbers may only gain points by scoring on routes in their division.
13. Both attempts on a route must be consecutive. Climbers are only allowed a short time between attempts to stretch out and read the route.
14. There is no final round.
15. In the event of a tie, a tie breaker round will be held.