

ROCK ON! 2009 Competition Format and Rules

Format

- Climbers will choose a climbing division (Male or Female) and category (Beginner, Intermediate, or Advanced) upon registering. The staff has the right to change a climber's category based on the collective results of all participants, a set point value and the routes climbed. If a climber exceeds the point value or completes one too many routes above his or her category, this person will be bumped to a higher category. Points can only carry a climber into a higher category, not a lower one.
- There will be about 12 routes per category set specifically for the competition.
- Each climber is given a score card.
- All belaying will be done by staff members. Belayers will be judging each climb and must sign the score card for a climb to be valid.
- Climbers may climb as many routes as they wish, however only the best 4 climbs on the score card will count towards your final score – with the exception of a tie (explained later).
- This competition is open-format. Open-format means that climbers may climb whenever they are ready. They must finish all of their climbs within the time allotted.

Rules

1. The climber must start and end routes on holds marked with a "V," a box, or an angle.
2. The climber must have weight on and be in control* of the final hold(s) to complete the route.
*Control: means the climber must have the final hold weighted before releasing (no slapping the finish allowed). A demo of this concept will be provided at the comp.
3. For starts, the climber must show control on starting holds before moving to the next holds. The climber may not be touching the ground in any way when they go to make their first move. For sit starts (indicated on the route's label), the climber must start by sitting on the ground, or by hanging as low as possible if too short to touch the floor. No pushing off the ground with hands, feet, or any other part of the climber's body is allowed. Once the climber has completely left the ground and makes a motion toward the first hold, the climber's attempt has begun.
4. The climber must only use holds that are designated for that route. Everything else is off limits. Accidentally touching a hold not on your route with your hands or feet is only tolerated if it does not assist in the progress of the climb. This rule is enforced at the belayer's discretion. All natural features are on unless otherwise marked for a given route.
5. **All vents, cracks, eye bolts, and bolt holes are off!!**
6. The climber will be lowered upon falling. The climber then has the option to try the route again immediately or at a later time. The climber may not climb a route more than 3 times consecutively unless there is no one else waiting to climb on that rope. The climber may attempt a route as many times as desired.
7. If a hold spins or moves while you are climbing a route, you will be lowered and given another chance to climb it without being penalized.
8. Neither verbal nor nonverbal help may be given to climbers from anyone during their attempt at a route. A belayer can confirm marked holds.
9. Only Eco balls and Chalk Balls allowed. **No Loose Chalk!** Sorry.

Awards and Prizes:

- Prizes will be given to the top 2 finishers in each category (1 male, 1 female).
- Ties will be settled by taking the next highest scores of the tied participants.
- All entrants will receive one raffle ticket upon check-in. Raffle prizes may be drawn during and after the comp. You must be present to win!

Other Information:

- Bring any pre-mixed CDs or video tapes and we will play them while you climb. All music must be appropriate for all ages! Appropriateness will be at the discretion of the climbing wall staff.
- Free snacks will be available thanks to our sponsors!
- Belayers will be wearing UWS Staff shirts and are the only ones allowed to belay at the competition.