# Rock Climbing Entry & Competition Information 2022

Auckland College Climbing series

## Competition Format

### Top ropes Round 1 & 3

- Climb as many climbs as you can, in the allotted time.
- There are many competition climbs. Each are graded under the standard NZ indoor climbing standard and the competition climbs will range from 14 (beginner level) to [25] (advanced to expert). The harder climbs are worth more points so completing a grade 19 climb will earn more points than completing a grade 18 climb.
- The grade of the hold is on the tag. Where the tag has a grade range for scoring purposes the higher number will be considered.
- The Climber will have ONE attempt only on each top rope climb, and 3 mins to complete this attempt, starting from the time both feet leave the ground.
- The climber's attempt is finished if they fall, weigh the rope (resting or swinging on it), touch (weighted) another colour hold, use the bolt holes in the wall, or use any structure that is not part of the climbing surface. The climbing surface may have volumes attached or features as part of the wall, both of which are allowed to be used. Arretes are also part of the climb unless specifically excluded on the tag.
- Control means you have a good grip on the hold (weighted) not just slapping it / barely touching the edge. Used means you propel yourself toward the next hold along the progression of the climb. [Control and Use per International Federation of Sport Climbing rules].
- The maximum points for a climb are on the top / final hold.
- The Climber must hold the Top hold in a controlled manner with both hands for 3 seconds, or when the judge/ belayer says “Top” to achieve the Top.
- There will be a belayer / judge at all top rope climbs in the rounds. The climber must listen to all instructions from the judge/belayer, who will check if the climber is clipped in correctly, mark and initial the climbers score card, with the score the climber achieved on their attempt.
- At the end of the round the climbers add together their **5** highest scores for top rope, and hand in their score card,

### Top ropes Scoring

- Each climb has 2 zones. The zones begin above an imaginary line running between the coloured tags. The first zone is ⅓ the way up the climb, the second ⅔ up.
- To score you must control at least one hold in a particular zone.
    - Zone 1 score is the grade of the climb plus 5.
    - Zone 2 score is grade of the climb plus 10.
    - The maximum points come from achieving a Top which scores the grade of the climb plus 15.
- For example, James tops climb number 18, it is a grade 17, so 17 + 15 = 32 points for that climb. Jake attempts a grade 22 climb but falls after controlling a hold in Zone 2 so gets 22 + 10 = 32 points for that climb.
- If the Climber fails to finish their climb, the final zone hold they were on (controlled) when they came off the wall, counts as their score.

**Boulder - Round 2 & 4**

- Climb as many climbs as you can, in any colour grade.
- Each climb uses one colour of holds, which is noted on the tag at the start of each climb. E.g. yellow tag uses only yellow holds.
- Points will be allocated to each colour grade, which will be reflected on your score sheet.
- Climbers must start in a “static” controlled start with two hands on two tagged start holds, or match start (use both hands on 1 hold) if there are two tags on one hold.
- A climber may not use any invalid part of the climb, or any holds other than start holds to achieve a valid starting position.
- Climbers may use the wall, features, volumes, or other valid areas of the climb to get into a valid starting position.
- The Climber can have unlimited attempts on each boulder problem, but if there are other climbers waiting for a turn, then only 1 attempt at a time.
- The climber's attempt is finished if they fall off, touch (weighted) another colour hold, or use the bolt holes in the wall.
- Points for a climb can only be achieved if a climber has topped the climb.
- The Climber must hold the Top hold in a controlled manner with both hands for 2 seconds, or when the judge/ belayer says “Top” to achieve the Top. For climbs at Northern Rocks in the reception and middle boulder, a top is a “top out”. This will be demonstrated on the day.
- The score card must be initialled by another climber (from the waiting line), who has witnessed the top.
- If you have topped a boulder, you cannot do it again.
- At the end of the round the climbers add together their **6** highest scores and hand in their score card.

**Finals Rules**

- The highest scoring climbers proceed to the finals. The number of competitors that will go to the finals will be 5, but this is also at the discretion of the President of the jury, who may adjust this based on entry numbers and tied scores.
- In the event of tied scores, due to the limited climbing time, if possible tied climbers will be taken to finals. If not, possible it will be on a count back of next highest top rope or boulder climb value achieved in the qualifying round
- Finals will be set at a regional finals level.
- Following the announcement of the finalists (at the end of the spot prize draw), all competitors will be held in an isolation area. From there they will have viewing.
- No transmitting electronic devices are permitted in the isolation area.
- You are allowed to encourage finalists, but you are NOT allowed to give hints/tips/advice.
- There will be 1 top rope / **2** boulder climbs for the final.
- In the event of several climbers topping the final climb or ending at the same point of a climb, if time allows, we reserve the right to run a climb off on another climb, otherwise in the first instances the determination of places will fall back to scores in the qualifying round, and for top rope if that is still the same, then speed/time on the climb will be the determining factor.
- Terms and finals format will be explained in the briefing to the finalists, while they are in isolation.

**Top Rope Finals Rules**

- Climbers have 4 minutes in the finals, to top the climb.
- Climbers attempt is finished if they utilise a hold or space for advantage on an out of bounds section of the wall (marked by black tape)
- The final climbs will be scored with each hand hold along the climb being worth points when controlled, and a plus + for each hold Used / moved off.

**Boulder Finals Rules**

- Climbers can have unlimited attempts within 4 minutes in the finals, to top the climb. But each attempt counts in the final scores.
- Scoring begins once the climber has achieved a stable valid start position as marked.
- An attempt is registered once both feet have left the floor, even if a valid start is not achieved. A jump/ hop counts as an attempt.
- Climbers attempt is finished if they utilise a hold or space for advantage on an out of bounds section of the wall (marked by black tape)
- The final climbs will be scored with each hand hold along the climb being worth points when "controlled", & if the handhold is "used", they will score an additional 0.1 i.e if they attempt to move past the handhold to the next hand hold, (but do not controlled latch the next hand hold), they score the additional 0.1
- Control means you have a good grip on the hold (weighted) not just slapping it / barely touching the edge. Used means you propel yourself toward the next hold along the progression of the climb. [Control and Use per International Federation of Sport Climbing rules].
- The final score for the finalists, will be the value of the highest hold controlled in the fewest attempts.

## Results

- **Top 10 placings -** Facebook ACCseries **&** College Sport Rock Climbing
- **Full set of results will be on our web page -** ACCseries Results
    - http://www.aucklandclimbing.co.nz/accseries-results-2022/
- **Results on the day**
    - Results are displayed as soon as they have been loaded, before they are read out.
    - There will be a QR code available that when scanned will direct you to the web page with the results. This is the same link each time,
    - Or open up the following link on your phone, for an iPhone in safari, for android in google, click on the arrow at the bottom of the page (safari) or 3 dots at the top right (google) and add to your phone home screen. Accseries Results
    - Or the above link will be posted on our web page Accseries Results

## Placegetters Prizegiving (after finals)

- There are certificates & medals for 1st, 2nd, 3rd in Top ropes or Boulder in their division.
- Thanks to our major sponsor **RAB,** we will have 1 draw for each division for our placegetters, for a RAB gift voucher. So, a 1 in 6 chance for a placegetter to receive a RAB gift voucher prize.
- So, we can spread RAB's generosity around, if a competitor has received a placegetter prize, at a previous round, there will be a redraw.
- At round 4 our "**Series Chamionship**" Placings will be awarded.
- The Auckland College Climbing Series School Shield will be awarded at Round 4.

## End of Series Placings awards

- Based on each climber's placing in their division they will be awarded points. 1st = 100 points, 2nd = 86, 3rd = 74, down to 35th =1 . Please refer to the Auckland climbing website or Points for ACCSeries for the complete list of points.

- Over the series the climber's points from each round will be added together to give them an Individual Series Score. The climbers with the highest Individual Series Score at the end of the 4 rounds will be awarded 1st, 2nd and 3rd place for their respective division's Individual Series Awards.

- The climber will need to have competed in at least 3 rounds to be eligible for an Individual Series Award. The points from the climber's best 3 of 4 possible scoring rounds will be added together to give the climber their Individual Series Score e.g., if the climber competed in all 4 rounds, then the best 3 of their 4 scores will apply. If the climber only competed in 3 rounds, then the scores from those 3 rounds will count towards their Individual Series Score. If the climber only competed in 1 or 2 rounds, then they are not eligible for an Individual Series Award.

## School Teams

- A school needs a minimum of 2 climbers in each round (from any division) to be eligible for points from that round to be counted towards the School Shield. If only 1 climber from a school enters, their points are counted only towards that climber's individual results and do not contribute to the School Shield scoring.

- For each round the top 2 individual climber's points from each school will be added together to give that school their School Shield Round Score.

- Over the series the sum of the school's best 3 School Shield Round Scores will be added together to give them a School Shield Series Score. If a school has less than 3 School Shield Rounds Scores, then they are not eligible for the School Shield.

- The school with the highest School Shield Series Score at the end of the 4 rounds will be awarded the School Shield.

- There is a School Sportsmanship Certificate for each round.

## Sportsmanship/ Disputes

- This competition relies on your honesty- so please follow the rules, you only cheat yourself in the end if you don't.
- The event organisers will appoint a President of the Jury to whom disputes relating to the technicalities of climbing/actions within the qualifying and finals rounds can be directed. These Disputes/queries must be lodged at the Scoring Desk within 5 minutes of the official posting of results. Disputes must be written on the official disputes form from the scoring desk or downloaded from our website in advance. Disputes/ Appeals form

## Policies

- General Rules, Sportsmanship/ Disputes, Health & Safety, Media, Code of Conduct Please see our website **ACCseries**