



Rock Climbing Entry & Competition Information 2022

Auckland College Climbing series

Competition Format

Top ropes Round 1 & 3

1. The routes for qualification will be done on the existing routes at the climbing gym.
2. Climb as many climbs as you can, in the allotted time.
3. There are a large number of competition climbs. Each are graded under the standard NZ indoor climbing standard and the competition climbs will range from 14 (beginner level) to [24] (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.
4. The grade of the hold is on the tag. Where the tag has a grade range for scoring purposes the higher number will be taken into account.
5. 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.
6. 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.
7. 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.
8. 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].
9. The maximum points for a climb are on the top / final hold.
10. Top is awarded when the competitor is in a controlled position: 1) with both hands matched on the top hold
11. 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 that the climber is clipped in correctly, mark and initial the climbers score card, with the score the climber achieved on their attempt.
12. 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

1. Each climb has 2 zones, or if graded 21 & above 3 zones. The zones begin above an imaginary line running between the coloured tags. The first zone is $\frac{1}{3}$ the way up the climb, the second $\frac{2}{3}$ up, the third will start roughly half way between the start of the second zone and the top.
2. To score you have to control at least one hold in a particular zone.
 - a. Zone 1 score is the grade of the climb plus 5.
 - b. Zone 2 score is grade of the climb plus 10.
 - c. Zone 3 score is grade of the climb plus 15. There will only be a zone 3 on grades 21 & above.
 - d. The maximum points come from achieving a Top which scores the grade of the climb plus 15 for grades 20 and below and 20 for grades 21 and above.

3. For example...
 - a. James tops a grade 17, so gets $17 + 15 = 32$ points for that climb.
 - b. Clare attempts a grade 22 climb but falls after controlling a hold in Zone 3 so gets $22 + 15 = 37$ points for that climb.
 - c. Cameron tops a grade 21 climb so gets $21 + 20 = 41$.
4. 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

13. The routes for qualification will be done on the existing routes at the climbing gym.
14. Climb as many climbs as you can, in any colour grade.
15. Each climb uses one colour of holds, which is noted on the tag at the start of each climb. Eg yellow tag uses only yellow holds.
16. Points will be allocated to each colour grade, which will be reflected on your score sheet.
17. Correct start: the competitor achieves a stable controlled position with both hands and both feet on the starting holds without controlling or using any other illegal aids. A climber may touch, control or use any part of the climbing surface in order to attain the starting holds;
 - a. Illegal aids includes: holes for t-nut, ad / sign board, beyond the black tape, open edge
 - b. Two hands on two tagged start holds, or match start (use both hands on 1 hold) if there are two tags on one hold.
 - c. Volume is a type of hold. With a label, it is a starting hold or top hold. Otherwise, it cannot be used for start or not be counted as top.
18. 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.
19. The climber's attempt is finished if they fall off, touch (weighted) another colour hold, or use the bolt holes in the wall.
20. Points for a climb can only be achieved if a climber has topped the climb.
21. Top is awarded when the competitor is in a controlled position:
 - a. 1) with both hands matched on the top hold;
 - b. or 2) standing on top of the boulder
22. For climbs at Northern Rocks in the reception and middle boulder, a top is a "top out", this will be demonstrated on the day.
23. The score card must be initialled by another climber (from the waiting line), who has witnessed the top.
24. If you have topped a boulder you cannot do it again.
25. At the end of the round the climbers add together their **6** highest scores and hand in their score card.

Finals Rules

26. The highest scoring climbers proceed to the finals. The number of competitors that will go to the finals will be **8 for top rope & 6 for boulder**, but this is also at the discretion of the President of the jury, who may adjust this based on entry numbers and tied scores.
27. 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
28. Finals will be set at a regional finals level.
29. 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.
30. No transmitting electronic devices are permitted in the isolation area.

31. You are allowed to encourage finalists, but you are NOT allowed to give hints/tips/advice.
32. There will be 1 top rope / **2 boulder climbs** for the final.
33. In the event of the final's climb(s) and two or more climbers completing with equal scores, if time allows we reserve the right to run a climb off on another climb, otherwise in the first instance the determination of places will fall back to scores in the qualifying round
34. The terms "**Control**" and "**Use**" are as per International Federation of Sport Climbing rules [IFSC rules - under glossary](#)
35. Terms and finals format will be explained in the briefing to the finalists, while they are in isolation.

Top Rope Finals Rules

36. Climbers have 4 minutes in the finals, to top the climb.
37. A climber's attempt is judged unsuccessful and they will be called down if they utilise a hold of a different colour, or make use of a surface for advantage on an out of bounds section of the wall (marked by the black tape). Touching the black tape is permitted.
38. 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

1. In the finals, climbers can have unlimited attempts within 4 minutes to top the climb, however each attempt will be taken into account in the climber's score.
2. There will be a timer in view and an audible bell to signal the start and end of the 4 minutes.
3. Scoring begins once the climber has achieved a "Correct" start. See Boulder - Round 2 & 4 Correct start.
4. A hop for adjustment is permitted, a jump for viewing is permitted, but a jump as a failed attempt counts as an attempt.
5. The start will be marked by 4 lines of tape on the Starting Holds. The tape represents holds for 2 hands and 2 feet.
6. Scoring begins once the climber has achieved a "Correct" start. See Boulder - Round 2 & 4 Correct start.
7. A competitor's attempt will be judged "Unsuccessful" if:
 - a. 1) the competitor has made an incorrect start;
 - b. 2) the competitor has touched the safety matting after leaving the ground;
 - c. 3) the Climbing Period has expired;
 - d. 4) the competitor has made use of any Illegal Aid, and the relevant attempt terminated, see above for illegal aids.
8. Each useable handhold will be given a number score, starting at 1, reflecting the progression of the problem. The Top Hold will be marked with 2 lines of tape.
 - a. if a handhold is Controlled then a point is scored for that hold.
 - b. If a hold is Used an additional 0.1 is added to the climbers score.
 - c. A Top is awarded when the competitor is in a controlled position:
 - i. 1) with both hands matched on the top hold;
 - ii. or 2) standing on top of the boulder.
9. 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 a given 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](#)