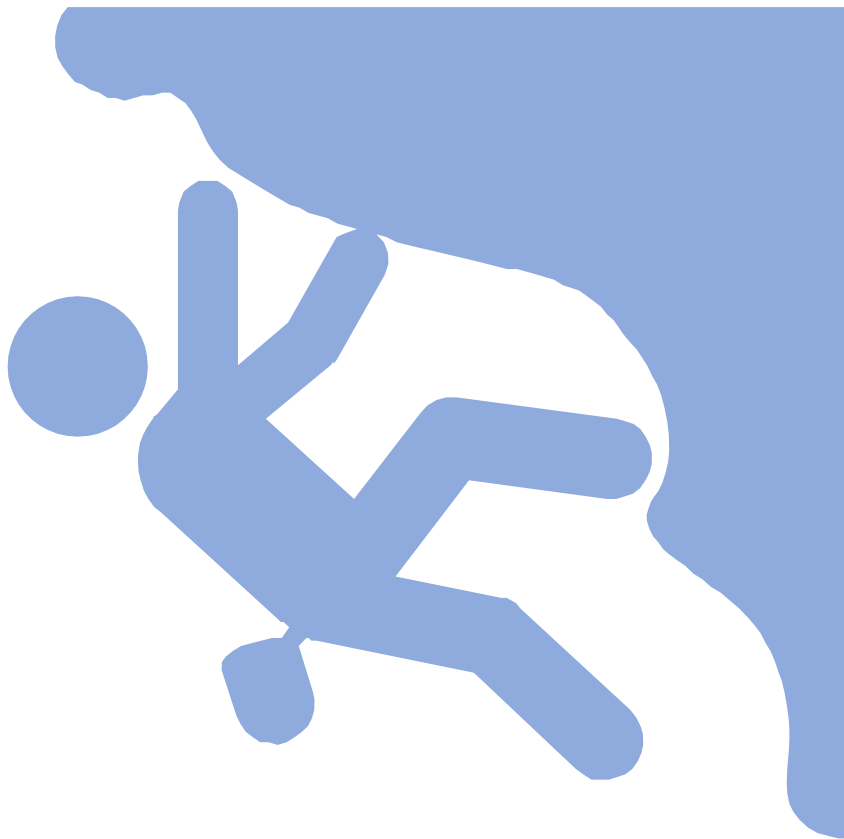


# Rock Climbing handbook 2023

Auckland College Climbing series



General & Competition information

### What is Top rope climbing

Round one at Vertical Adventures and round three at Extreme Edge will involve top rope climbing. Top roping is a kind of climbing where the climber is attached to a rope threaded through an anchor at the top of the wall. This rope is controlled by a belayer at the bottom of the route. Using a top rope allows climbers to scale taller walls while mitigating risk of injury.

### What is bouldering?

Round two at Northern Rocks and round four at Boulder Co will have competitors boulder. Bouldering is a form of climbing done without a rope, on a short wall between 3 - 4 metres.

## Top rope belay policies for Vertical Adventures & Extreme Edge

**Without belayers we cannot hold a competition, the more belayers we have, the more climbs we can have in the competition. eg 15 belayers = 15 climbs = long ques for 120 climbers**

- **Student climbers are required to provide adult top rope belayers (people to control the top ropes) who have been signed off for top rope belaying at that competition gym. Please contact us if an exemption is required.**
  - **Vertical Adventures**
    - will assess belayers that are not signed off at this specific venue on the competition morning, must have belayed previously at another gym as a minimum.
  - **Extreme Edge - belayer needs to have belayed at Extreme edge in the last 3 months.**
    - **Everyone else needs to be signed off prior to competition day, no sign off's on the day.**
  - You can ring or email both gyms to check if you are signed off there for top rope belaying.
  - To get signed off for top rope belaying, contact the gyms to make a time. It takes approximately 30 mins.
  - Belayers need to complete the online gym waiver as well.
  - Ideally we will have enough belayers so you only to need belay for 1 hour, so you can still see your climber climb.
  - Climbs will be allocated & a briefing on scoring done at the belayers briefing.
  - Belayers briefing time (which is compulsory to attend) will be posted with the timetable on the website, & Facebook & email to the schools at the start of competition week.

### Volunteers

- Please see our [Volunteer roles](#) & [Top rope Belayers role & policy](#) needed for the day.
- They are both also on the [ACCSeries](#)
- Please contact [Acceries1@gmail.com](mailto:Acceries1@gmail.com) if you can help with any of these roles.

### General Information

- **Very important** - All **Climbers & Top rope belayers** need to sign in with the Climbing gyms. Please save time and complete the "Sign a waiver" links below.
- **Extreme Edge** has a event specific waiver which needs to be done regardless of being a local

climber or belayer at Extreme Edge. All other gyms if you have completed one in the last 12 months you are ok.

- [Vertical Adventures Waiver for climbers & belayers](#)
- [Northern Rocks Waiver](#)
- [Extreme Edge Event specific waiver for belayers & climbers](#)
- [BoulderCo Waiver](#)
- **NEW for 2023 thanks to William from Selwyn College** - We have an online scoring system for entering your final scores. **A cell phone and data is needed**, if this is not possible we will have phones available to use for entering the final scores.
- This is a School competition, so it is COMPULSORY for all climbers to be wearing their school's PE top / Sports uniform top . On the bottom half, whatever makes you comfy while climbing. For seniors your School sports department should have a sports top you can loan for the competition.
- On your feet - Sneakers / climbing shoes. Bare feet are not permitted on the climbing walls. Entry fee includes harness hire & climbing shoes (if your size is available), please bring socks.
- You are allowed to encourage climbers and give each other hints/tips/advice during the qualifying rounds. The purpose of this is to help the new / inexperienced climbers get ahead, and get more enjoyment from the day. In the finals, encouragement only.
- Please do not visit the climbing gym when & after final climbs are being set. Gyms will be setting the final climbs on the afternoon & evening of saturday, they will post on social media more detailed timing. For the latest timing please contact us or the climbing gym.
- Drinks and snacks are available to be purchased at the gyms, but also feel free to bring your own.



- Results can be found on this link live on the day & the following weeks.
  - [Web Link for results on the day](#)

## Placegetters Prizegiving (after finals)

- There are certificates & medals for 1st, 2nd, and 3rd in Top ropes or Boulder in their division.
- Thanks to our major sponsor **RAB**, we have 2 RAB gift vouchers to be drawn for our placegetters (one seniors & 1 intermediate), so a 1 in 6 chance of being drawn.
  - 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 the end of round 4 our "**Series Championship**" Placings will be awarded.

## 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 [Points for ACCSeries](#) for

the complete list of points.

- 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.
- The Auckland College Climbing Series School Shield will be awarded at Round 4.
- Most Improved climber per division and M/F will be awarded at round 4.
- To be eligible for [College Sport Auckland's Young Sportsman of the Year Awards](#), climbers have to have participated in at least 1 round of the ACCSeries, and a Climbing New Zealand National Championship i.e Lead or Boulder. Results are taken from the highest level competition (e.g. International or National) of the entrant.

## 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 Auckland College Climbing Series School Shield.
- There is a School Sportsmanship Certificate for each round.

## Policies

- General Rules, Sportsmanship/ Disputes, Health & Safety, Media, Code of Conduct please see our website [ACCSeries](#)

## 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 can be written on the official disputes form from the scoring desk or downloaded from our website in advance. [Disputes/ Appeals form](#)

## Timetable

- A guideline only as each competition will be different)
- The confirmed timetable, reminders, updates will be posted on our Facebook, Instagram & ACCSeries web page as well as emailed to all participating Schools on the Monday of competition week.

**7.45am:** Doors open

**8.05am:** Belayers/ Spotters Briefing

**8.20am:** Climbers briefing

**8.30am:** Climbing begins

**10.30am:** Climbing finishes

*Spot Prizes & School Sportsmanship Award*

**10.50am:** Finalists announced everyone free to go except finalists

*Finals commence*

**1.5 - 2 hours later:** Prizegiving

*10 mins for prizegiving then competition completed.*

## Updates/ Contact us

- Email [accseries1@gmail.com](mailto:accseries1@gmail.com)
- **For Updates** please follow our ...
  - [Facebook ACCseries](#)
  - [Instagram ACC Series \(@aklcollegeclimbingseries\)](#)
  - [College Sport Rock Climbing](#). Also checkout the College Sports Ph app from the App store.
  - [Auckland College Climbing Series](#) web page  
<http://www.aucklandclimbing.co.nz/auckland-college-climbing-series/>
- **Join our email list [accseries1@gmail.com](mailto:accseries1@gmail.com)** and you will get ...
  - Updates on competitions, invitations to indoor & outdoor climbing events.

## 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 color 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 (edge of the wall) 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 use the phone app to enter their **6** highest scores for top rope. Phones will be available for those that do not have them. s

### **Top ropes Scoring**

13. Each climb has 3 zones. The zones are marked by tags level with a hold. The zones are split approximately  $\frac{1}{3}$ ,  $\frac{2}{3}$  and the top hold.
14. To score you have to control at least one hold in a particular zone.
  - . Zone 1 is the first marker or any hold above
  - a. Zone 2 is the second marker or any hold above
  - b. Zone 3 score is for the top hold of a climb, which must be touched by both hands
15. Scores are graded dependent on the grade of the climb with different multipliers for grade 16 or lower scoring less than 17-20 and greater than 21 scoring higher.  
Zone 1 is 30% of max, zone 2 65% and top 100%
16. For example...
  - . James tops a grade 17, so gets 18 points for that climb.
  - a. Clare attempts a grade 22 climb but falls after controlling a hold in Zone 2 so gets 22 points for that climb.
  - b. Cameron tops a grade 21 climb so gets 32
17. 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.  
If a climber falls before reaching the first marker, a score of 0 is given for that climb
18. Each climb will be marked with the scores for that climb
19. Higher points are available for the higher grade climbs for a fair scoring system

Grade	Marker 1	Marker 2	Top
13	2	5	8
14	3	6	9
15	3	7	10
16	3	7	11
17	5	12	18
18	6	13	20
19	6	14	21
20	7	15	23
21	10	21	32
22	10	22	34
23	11	23	36
24	11	25	38

#### Boulder - Round 2 & 4

20. The routes for qualification will be done on the existing routes at the climbing gym.
21. Climb as many climbs as you can, in any colour grade.
22. 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.
23. Points will be allocated to each colour grade, which will be reflected on your score sheet.
24. The start will be marked by 4 lines of tape on the Starting Holds. The tape represents holds for 2 hands and 2 feet.
25. 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;
  - . Illegal aids includes: holes for t-nut, ad / sign board, beyond the black tape, open edge
  - a. Two hands on two tagged start holds, or match start (use both hands on 1 hold ) if there are two tags on one hold.
  - b. 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.
26. 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.
27. The climber's attempt is finished if they fall off, touch (weighted) another colour hold, or use the bolt holes in the wall.
28. Points for a climb can only be achieved if a climber has topped the climb.
29. Top is awarded when the competitor is in a controlled position:
  - . 1) with both hands matched on the top hold;
  - a. or 2) standing on top of the boulder
30. For climbs at Northern Rocks in the reception and middle boulder, a top is a "top out", this will
31. be demonstrated on the day.
32. At Boulder Co there will be a taped line climbers must down climb to before they can jump off the climb.
33. The score card must be initialed by another climber (from the waiting line), who has witnessed the top.
34. If you have topped a boulder you cannot do it again.
35. At the end of the round the climbers use the phone app to enter their **6** highest scores for top rope. Phones will be available for those that do not have them.

## Finals Rules

37. 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.
38. 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
39. Finals will be set at a regional finals level.
40. 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 finals viewing.
41. No transmitting electronic devices are permitted in the isolation area.
42. You are allowed to encourage finalists, but you are NOT allowed to give hints/tips/advice.
43. There will be 1 top rope / 2 boulder climbs for a final.
44. In the event of the final's climb(s) and two or more climbers completing with equal scores
  - \* In the first instance the determination of places will fall back to scores in the qualifying round.
  - \* If still a draw then top rope times in the final climbs will be the separator.
  - \* For boulder it will be on a count back of next highest boulder climb value achieved in the qualifying round.
  - \* If still a draw or very close and time allows we reserve the right to run a climb off on another climb.
45. The terms "**Control**" and "**Use**" are as per International Federation of Sport Climbing rules [IFSC rules - under glossary](#)
  - . **Control** means, for the purposes of judging and scoring, that a competitor has made use of some object/structure to achieve or change a stable body position.
  - a. **Lead / top rope climbing only - Use** means, for the purposes of judging and scoring, that a competitor has made use of an object/structure to make both
    - (i) a progressive movement of their centre of mass or hips; and (ii) a movement of either or both hands toward: a) the next sequential handhold along the line of progression;
    - or
    - b) any other handhold further along the line of progression which has been successfully Controlled by another competitor from the same handhold
46. Terms and finals format will be explained in the judges briefing to the finalists, while they are in isolation.

## Top Rope Finals Rules

47. Climbers have 4 minutes in the finals, to top the climb.
48. 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.
49. The final climb will be scored with each hand hold along the climb being worth points when Controlled, and a plus + for each hold Used/ Moved off. See above for explanation of IFSC terms



## Boulder Finals Rules

50. 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.
51. There will be a timer in view and an audible bell to signal the start and end of the 4 minutes.
52. Scoring begins once the climber has achieved a "Correct" start. See Boulder - Round 2 & 4 Correct start.
53. A hop for adjustment is permitted, a jump for viewing is permitted, but a jump as a failed attempt counts as an attempt.
54. The start will be marked by 4 lines of tape on the Starting Holds. The tape represents holds for 2 hands and 2 feet.
55. Each zone (2) will be marked with tape, the Top Hold will be marked with 2 lines of tape.
56. A zone is awarded if a climber has controlled the zone hold (**made use of Zone hold to achieve or change a stable body position**)
57. A competitor's attempt will be judged "Unsuccessful" if:
  - . 1) the competitor has made an incorrect start;
  - a. 2) the competitor has touched the safety matting after leaving the ground;
  - b. 3) the Climbing Period has expired;
  - c. 4) the competitor has made use of any Illegal Aid, and the relevant attempt terminated, see above for illegal aids.
58. A top is awarded when the competitor is in a controlled position:
  - 1) with both hands matched on the top hold;
  - . or 2) standing on top of the boulder.
59. The final score for the finalists, will be the value of the highest zone/top controlled in the fewest attempts.