



Rock Climbing Entry & Competition Information 2024 Auckland College Climbing series

Round 1 Extreme Edge – Top Rope *Deadline to enter: Thursday 28 March*

Time TBA Sunday 7 April
32 Morrin Road, St Johns, Panmure
Ph 574 5677, info@extremeedge.co.nz
www.extremeedge.co.nz

Round 2 Northern Rocks – Boulder *Deadline to enter: Thursday 9 May*

Time TBA Sunday 19 May
101-111 Diana Drive, Wairau Valley
<https://www.northernrocks.co.nz/>

Round 3 Vertical Adventures – Top Rope *Deadline to enter: Thursday 13 June*

Time TBA Sunday 23 June
5 Waikaukau Road, Glen Eden
Ph 818 3038, info@verticaladventures.co.nz
<https://verticaladventures.co.nz/>

Round 4 Boulder Co – Top Rope - *Deadline to enter: Thursday 1 August*

Time TBA Sunday 11 August
33-47 Northside Drive, Westgate
<https://www.boulderco.co.nz/>

Top Rope Climbing

Round one at Extreme Edge, round three at Vertical Adventures and round four at Boulder Co 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 will have competitors boulder. Bouldering is a form of climbing done without a rope, on a short wall between 3 - 4 metres.

Divisions (by School year not age)

- Girls Year 9-10
- Boys Year 9-10
- Girls Year 11-13
- Boys Year 11-13
- Rainbow/Open Division. There are no finals for this division, finalist will compete in M or F divisions. There will be placings

Eligibility

- Year 7 & 8 students may compete in the year 9-10 division, if their school has opted to pay College Sport Auckland year 7 & 8 levies.
- Refer to College Sport Auckland Bylaw 4 [College Sport Bylaw](#)

Entries

- Entries must be submitted by the school through the college sport Auckland portal in [ENTER NOW](#) by 11.59pm Thursday 10 days prior to the competition.
- Entry fee includes harness hire & climbing shoes (if your size is available), please bring socks.
 - **Entry to all the remaining competitions is the only option this year.**
- Sorry no late entries or replacements will be accepted.
- Rounds open 4-6 weeks prior to the competition. **All rounds** are open to register until the current round is full or has closed.
- Climbers withdrawn after the rounds have closed, will still be liable for the entry fee.
- General Eligibility as per College Sport Auckland Bylaws - [4](#)
- Can enter all 4 events in the first round, but this will be non refundable. Or can enter 1 event at a time now, when they open 6 weeks prior to the event (via your school). No other options.

Volunteers

- Please see our [volunteer roles](#) needed for the day
- Please see our [Top rope Belayers role & policy](#)
- They are both also on the [ACC Series](#) & [College Sport websites](#).
- Please contact accseries1@gmail.com to register as a volunteer.

[Belayers Policy For Extreme Edge & Vertical Adventures](#)

- 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.
 - We would appreciate as many as you can send, so if you have more please add their details.
 - 1 student - No belayers required
 - 2 - 5 students - Minimum 1 belayer required
 - 6-10 students Minimum 2 belayers required
 - 11 + Minimum 3 belayers required
 - For any exemptions required to this ruling please contact accseries1@gmail.com, minimum 10 days prior to the competition.
 - Any students that turn up without the required belayer ratio, may be turned away, so we don't have too many students and not enough belayers.

Top rope Belay Policies

Our expectation is that every climber supplies a top rope belayer, or gets an exemption from us. In schools where there are 2 or more students a ratio applies see our web page for more information ACCS Belay Policies.

- 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
 - If you have never been assessed, be EE, go and get assessed with a climber, or do the course on belaying (about 30 minutes) so you can top rope belay on the day.
 - If you have been signed off previously by EE but it's not in 2024, EE will assess you on the day, before the event starts. **We would like to keep the numbers down for this and save for genuine cases that due distance or another reason, can not get signed off prior.**
 - If you have been signed off be EE within 3 months of the event (2024), there is nothing to do but advise us prior to the event of your details.
- You can ring or email both gyms to check if you are signed off there for top rope belaying. Please see page 1 for contacts.
- 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 belaying will be for 1 hour only, so you can still see your climber climb.
- Belayers briefing time (which is compulsory to attend) will be posted on the website, & Facebook of competition week, climbs will be allocated then.

Girls only hour at Northern Rock

We are looking into starting an hour earlier for an optional girl only round at Northern Rocks (Round 2). Research has shown this works better for some girls, and we would like to do all we can to increase girls' participation numbers. Please email if you would be interested at accseries1@gmail.com

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- 8.30am: Doors open
10 mins after doors opened: Belayers Briefing
30 mins after doors open: Climbers briefing
40 mins after doors open: Climbing begins : Top rope events: Juniors (yr 9-10) climb first, Boulder events : Seniors (ye 11-13) climb first.
90-120 mins later: Climbing finishes
Volunteer adders required

Spot Prizes & Most Improved

- 30 mins later :** Everyone free to go except finalists
Finals commence
- 1 - 1½ hours later** Prizegiving

Boulder rounds expect to be 1.5 hours and top rope 1.75 hours per division. Depending on entry numbers we may have a crossover time for 45 minutes in the middle with both divisions climbing.

Updates/ Contact us

- Email accseries1@gmail.com
- **For Updates** please follow our ...
 - [Facebook ACCseries](#)
 - [Instagram ACC Series \(@aklcollegeclimbingseries\)](#) • [Instagram photos and videos](#)
 - [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 and you will get ...
 - Updates on competitions, invitations to indoor & outdoor climbing events.

Results

- **Top 10 placings** - [Facebook ACCseries](#) & [College Sport Rock Climbing](#)
- **Full set of results will be on our web page for 24 hours, then top 10 will be listed with College Sport Auckland and left on the Website** -
[ACCseries Results](#)
- **Results on the day**
 - Results are displayed on the notice board 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.
[Accessories Results](#)
 - Or the above link will be posted on our webpage [ACCseries Results](#)

General Information

- **Very important** - All climbers need to sign in with the Climbing gyms. Please save time and complete the "Sign a waiver" links below. Otherwise you could be in for a long wait in the queue, on the day.

- **Extreme Edge and BoulderCo have specific online waivers which** needs to be done regardless of being a local climber at Extreme Edge. All other gyms if you have completed one in the last 12 months you are ok.
- **Top rope Belayers** also need to complete a venue waiver.
 - [Vertical Adventures Waiver for climbers & belayers](#)
 - [Northern Rocks Waiver](#)
 - [EE event specific waiver for climbers & belayers \(tb sent\)](#)
 - [BoulderCo Waiver](#)
- 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.
- There will be a separate adding desk set up with calculators. All score cards are checked by the scoring desk.
- Drinks and foods are available to be purchased at the gyms, but also feel free to bring your own.
- If you (the climber) would benefit from a sensory free environment please email accseries1@gmail.com to see how they can support you with this.
- **The minimum amount of climber has increased from 2 to 3 for the same school, does not have to be the same climber each round.**

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 will have draws for each division for our placegetters,
 - 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.
- The Auckland College Climbing Series School Shield will be awarded at Round 4.
- At each round at the end of spot prizes there will be a 'Most Improved' award for each division, at the end of the series for 1st year climbers.

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.
- 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

- **The minimum amount of climber has increased from 2 to 3 for the same school, does not have to be the same climber each round to be counted towards the School Shield Series.**
- If only 1 or 2 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 must be written on the official disputes form from the scoring desk or downloaded from our website in advance.
[Disputes/ Appeals form](#)

Competition Format

Top ropes Round 1,3 & 4

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 (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 add together their **6** 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

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 any colour grade.

3. 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.
4. Points will be allocated to each colour grade, which will be reflected on your score sheet.
5. 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.
6. 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.
7. The climber's attempt is finished if they fall off, touch (weighted) another colour hold, or use the bolt holes in the wall.
8. Points for a climb can only be achieved if a climber has topped the climb.
9. 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
10. For climbs at Northern Rocks in the reception and middle boulder, a top is a “top out”, this will be demonstrated on the day.
11. The score card must be initialled by another climber (from the waiting line), who has witnessed the top.
12. If you have topped a boulder you cannot do it again.
13. At the end of the round the climbers add together their **6** highest scores and hand in their score card.
14. [IFSC rules for bouldering](#)

Finals Rules

15. The highest scoring climbers proceed to the finals. The number of competitors that will go to the finals will be **8 for top rope & 8 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.
16. 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
17. Finals will be set at a regional finals level.
18. 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.
19. No transmitting electronic devices are permitted in the isolation area.
20. You are allowed to encourage finalists, but you are NOT allowed to give hints/tips/advice.
21. There will be a minimum of 1 top rope / **2 boulder climbs** for a final.
22. 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, if still a draw then top rope times in the final climbs will be the separator.
23. The terms “**Control**” and “**Use**” are as per International Federation of Sport Climbing rules [IFSC rules - under glossary](#)

24. Terms and finals format will be explained in the judges briefing to the finalists, while they are in isolation.

Top Rope Finals Rules

Top rope finals will be 2 divisions at a time and seniors will remain as top rope

1. Climbers have 4 minutes in the finals, to top the climb.
2. 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.
3. 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.
4. If a draw/tie in finals then it goes back qualifiers score, if this is a draw/tie then rather than go to time for the final climb, it will go to count back of next highest climb in the qualifiers, like boulder.

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. 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.
7. Each zone (2) will be marked with tape, the Top Hold will be marked with 2 lines of tape.
8. The final score for the finalists, will be the value of the highest hold controlled in the fewest attempts.