



## Recreational Sports Intramural Bouldering Redpoint Bouldering Competition

### General Rules & Scoring for IM Bouldering (2 nights)

**Overview:** The overall IM Bouldering winner will have 1/3 of their score from a redpoint format competition on Night 1, 1/3 of their score from an on-sight competition on Night 2 and 1/3 of their score from a Wildcard Event on Night 2.

A redpoint format competition allows multiple attempts on routes and the opportunity to observe other competitors climb on the problems prior to an attempt. Multiple routes (bouldering problems) will be set ahead of time by ICF staff. At the end of the time allotment, competitors will turn in their score cards counting only the top 4 climbs.

An on-sight competition allows each competitor to attempt 4 boulder problems. Each problem is more difficult than the previous. The competitor will not see any other person climb the problem(s) prior to attempting the problem him/herself. To accomplish that goal, competitors enter an isolation area prior to the event and are brought out individually to climb. Competitors are scored based on the highest-numbered hold reached and will receive a score for each problem.

#### Divisions:

Divisions for IM Bouldering will be split between competitive and recreational groups based on the boulder grades shown below. If a climber registers for recreational but climbs a route outside of the grade range, they will be automatically bumped up to the competitive group. The winner of the recreational climbing group will be bumped to the competitive group next year.

Competitive (V3 to V11)

Recreational (V0 to V2)

**Sporting Behavior:** We expect that all competitors will treat other climbers, judges, and ICF staff with respect, and conduct themselves as principled athletes. Failure to do so may result in disqualification from the event.

- Competitors must make no attempt to manipulate the regulations and rules to their advantage or to the advantage of any competitor.
- It is the responsibility of all competitors to understand and abide by the regulations, rules and spirit of good sportsmanship. Competitors must accept, subject to the official appeals procedure, the decision of the judges without question or protestation and exercise self-restraint at all times.
- We encourage competitors to share their love of climbing by encouraging and supporting their fellow competitors. Try hard, have fun, and remember that, in climbing, the real competition is with you.

The following infringements shall result in the immediate disqualification of the competitor from the competition:

- Distracting or interfering with any competitor who is preparing for, or attempting, a problem
- Distracting or interfering with any official while they are carrying out their duties
- Failure to comply with the instructions of the official judges and/or the organizer's officials
- The use of abusive, insulting and/or violent words and/or behavior towards anyone in the competition area.
- Unsporting behavior, abusive, insulting and/or violent words and/or behavior to the event organizer or their officials and/or team officials and/or other competitors and/or members of the public.

#### General Rules and Scoring Redpoint:

1. Competitors choose which problems to attempt, and may attempt each problem as many times as they wish, subject to any limitations imposed by the Event Organizer. Competitors may try as many different problems as they wish, or as the 3 hour time limit allows.
2. Points are scored by climbing from the bottom to the top of each route without falling or going off route (using hand or foot holds not indicated for that route).
3. At redpoint competitions *only*, beta (advice) may be given to a competitor *between* attempts on a problem, but *not* while the competitor is attempting the problem.
4. Each attempt on a boulder problem will be judged by an ICF staff member.
5. Each problem will be worth a specific number of points based on that problem's anticipated difficulty.
6. Competitors declare their intention to attempt a problem by handing their scorecard to the Route Judge who will call competitors in order.
7. Upon successful completion of a problem, the Route Judge will award the appropriate number of points and note this award on the scorecard.
8. A competitor's attempt on a problem shall be stopped in the event the climber touches any part of the wall surface beyond the marked boundaries of the problem or touches the ground with any part of the body or uses any artificial aid.
9. After each failed attempt the competitor may ask that their card be returned to the back of the queue or elect to move on to another problem.
10. The number of falls on each problem will also be noted.
11. When a competitor completes a problem on their first attempt, known as a "flash", the scorecard shall be marked, in the falls/attempts column, with a zero (0) with a slash through the zero.
12. Points are only scored (awarded) for completion of the problem. At local competitions, there is no flash bonus (finishing the problem on a competitor's first attempt), but five (5) points are deducted for every fall. If the competitor flashes the problem, the scorecard shall be marked with a zero with a slash through the zero.
13. Each competitor's best 4 completed/scored problems will be added together for a final score. Ties will be broken by comparing the tied competitors' next highest scoring problems. For example:  
Two competitors are tied for 1st place with a combined score of 3,000 for their best 5. Competitor #1 has a fifth best score of 500. Competitor #2 has a fifth best score of 480. The tie will be broken and Competitor #1 places 1st; Competitor #2 places 2nd.
14. If necessary, the tie may be broken by up to the tenth highest-scoring problem. If a tie cannot be broken at the tenth highest score, the tie will stand.
15. Spotters should not have any physical contact with the climber during a bouldering attempt.
16. Only climbers, spotters and judges are permitted to be in crowded bouldering areas, for safety's sake. Please ask all others to stand away from crowded areas/fall zones.

17. The climber must CONTROL and MATCH HANDS on the finish box on the top rail to receive points for completion of that problem. The climber must establish contact with the route judge so that the judge may verify control of the finish rail.
18. Only designated holds and features are permitted for climbing each problem.
19. Bolt holes on the wall are not permitted to be used as hand holds at any time.
20. Competitors may only touch the starting hold(s) prior to an attempt. If the competitor touches other holds, it will count as a fall.
21. Competitors and/or judges may brush holds.
22. Competitors are only required to have one hand on a start hold. Competitors must begin at the marked starting handholds or features.
23. Competitor must acknowledge score after the final attempt of a problem.
24. If route setting is underway for the competition, competitors must not climb in the gym or observe anyone else climbing. Competitors that climb or observe anyway will be subject to disqualification for that event. Competitors shall not enter the bouldering area if routes are being set for the comp. Competitors who do will be disqualified for that comp.
25. Competitors shall not work as route setters even on other category routes.
26. Each competitor's attempt shall be deemed to have started when both feet have left the ground. NO MIS-STARTS SHALL BE PERMITTED once a competitor's feet have left the ground.
27. Competitors are allowed to down climb part of a problem only if they use the marked holds and features.
28. If a technical problem occurs (e.g. hold spins or breaks) competitors may return to the ground immediately to retry without the attempt being scored. Competitors who continue climbing after a technical incident will forfeit this opportunity.
29. When a climber uses a hold or feature that is not included in the problem, the ascent will not be given any points.
30. Competitors may use whatever equipment is generally accepted in bouldering including climbing shoes, chalk, toothbrushes, and crash pads.

#### General Rules & Scoring, On-sight:

1. In on-sight bouldering competitions, there is no route preview. The allotted time for the attempt includes preview time.
2. Each problem shall be allocated a pre-determined time in which a competitor may attempt the problem. Competitors are allowed as many attempts as they want during the allotted time period.
3. At the discretion of the Chief Judge, competitors may have a transition period in which to make their way to the next problem.
4. The climb time is started when the competitor is instructed to turn and climb when ready.

5. Each problem is worth a maximum of 1000 points. Each hold controlled is worth 1000 divided by the total number of holds on the problem.
6. The highest-numbered hold controlled is considered the competitor's score with a twenty (20) point flash bonus and five (5) point deductions for each fall up to the competitor's high point.
7. A competitor's attempt on a problem shall be stopped and the highest-numbered hold in the line of the problem, as determined by the Route Judge, shall be scored if s/he:
  - a) Exceeds the permitted time for the problem;
  - b) Touches any part of the wall surface beyond the marked boundaries of the problem;
  - c) Touches the ground with any part of the body;
  - d) Uses any artificial aid, or;
  - e) S/he is compromising either their own or another competitor's safety.
8. A competitor shall be permitted to down-climb, at any time during their attempt on a problem, as long as s/he does not violate any of the above rules.
9. The Route Judge shall inform the competitor as to the point to which the competitor was scored when the competitor has returned to the ground and they have finished their last attempt on the problem. If a competitor does not agree with the score, he or she must appeal to the Chief Judge, (refer to section 25).
10. When competing in an on-sight format competition, receipt of any information concerning a problem prior to or during the attempt on the problem is grounds for disqualification. Competitors are free, however, to discuss a problem with other competitors in isolation who have not previously climbed/attempted the problem.