



University Recreation

Top Rope Competition Rules

Competition Rules:

- Climbers will have exactly 2.25 hours to climb as many routes as possible (~6:15pm-8:30pm)
 - No attempt may begin after time has expired
- An attempt begins once both of the climbers feet leave the ground
- An attempt ends if the climber weights the rope as judged by the belayer
 - An attempt will also end if the climber makes significant contact with a hold from another route as judged by the belayer
 - The climber utilizes wall features specifically marked as “off”
- A route is completed once the last hold is secured with both hands
 - If the route is completed full points will be awarded
 - Climbers who complete the route on their first attempt will be awarded a 50 point “flash” bonus
 - Any climber who reaches the taped “zone” hold will receive half points for that route
 - Not eligible for “flash” bonus
 - The climber will get initials from a fellow competitor certifying that they have completed the route or reached the “zone” hold
- At the conclusion of the time, climbers will circle their 5 highest climbs to be scored
- Scores will then be calculated and each climber will be placed in divisions and winners for each division announced.
 - Division breakdown:
 - Beginner: 0-2200
 - Intermediate: 2201- 3600
 - Advanced: 3601+
- A competitor can be disqualified if they:
 - disregard the instruction of a judge
 - are deemed to have skirted or attempted to skirt the rules or gain another unfair advantage in the competition
 - the climber compromises their or other individuals safety