



2008 Event Rules

Contents

Ascend.....	3
Short Description.....	3
Long Description.....	3
Rules.....	3
Setup.....	4
Belay Escape.....	5
Short Description.....	5
Long Description.....	5
Rules.....	5
Climber's Equipment.....	6
Setup.....	6
Rappel.....	7
Short Description.....	7
Long Description.....	7
Rules.....	7
Climber's Equipment.....	8
Setup.....	8
Team Traverse.....	10
Short Description.....	10
Long Description.....	10
Rules.....	10
Climber's Equipment.....	11
Setup.....	11

Ascend

Short Description

Climber will ascend a single fixed rope using a safe and secure system of 2 or more common and well-accepted friction knots.

Long Description

Climber will start tied in to a top-rope setup and will be on belay for the duration of the event. A system of friction knots will be constructed by the climber once timing begins. The climber will ascend a fixed single rope to a well-marked height. Timing of the event ends when the climber reaches the marked top distance to ascend. The climbers will then weight the top-rope, untie his or her friction knots from the fixed rope, and be lowered to the floor.

Rules

- This is a timed event. The times of the two climbers on a team will be combined. The fastest time for each team to complete (including any added penalties) will be declared the winners.
- Event is timed as soon as knot construction begins until the climber reaches the marked distance to ascend. Lowering time is not applied to the climber's overall time.
- The friction knots must be well-documented and widely considered safe in the climbing community for ascending a fixed rope.
- Climbers will be required to construct knots from material of their choice at the start of the event. No pre-constructed knots will be permitted.
- No mechanical devices of any sort will be allowed.
- Climbers will be on top-rope belay at all times during event.
- A maximum time of 10:00 (before penalties) will be allowed.
- Practices judged significantly unsafe by event staff will incur a time penalty in increments of 15 seconds.
- Dropping crucial equipment will result in a time of 15:01.
- If the climber becomes disconnected from the fixed rope while ascending, the event is over and the climber will be assessed the slowest time plus 1 second.
- The climber may stop the event at any time, but will be awarded a time 1 second over the slowest completing time.
- If the climber gets hurt or dies during the event, he or she will be assessed a time penalty of double the slowest time plus 1 second.
- The judge's rulings and decisions are final.

Setup

- at least 2 staff members to judge, time, and belay climber
- 1 stopwatch
- 1 cow bell or similar for the climber to ring at the top
- 2-3 cordelletes
- 2-3 locking carabiners
- 1-2 steel locking carabiners
- 2 ropes (of different colors), one static may be used for the ascend rope

Belay Escape

Short Description

Climber will begin the event belaying a weighted dummy on top-rope. The climber must escape the belay while allowing the dummy to drop as short a distance as possible.

Long Description

Climber will start anchored to a ground anchor with a weighted dummy on belay on top-rope. The dummy will start a specified distance from the floor (e.g. 4'). The climber will be timed while escaping the belay and ending up with the rope in baseline to the ground anchor. The distance that the dummy drops during the belay escape will be measured at the end of the event and used in calculating the overall time awarded to the climber.

Rules

- This is a timed event. The times of the two climbers on a team will be combined. The fastest combined time to complete (including any added penalties) will be declared the winners.
- The climber must belay using tube style or stitch plate device.
- Mechanical assisted devices (Petzl Gri-Gri, Trango Chinch, etc.) are not allowed for belay.
- No mechanical gear will be allowed (e.g. ascenders, Tiblocs, etc.) in the escape.
- Climbers will be required to escape the belay using gear of their choice at the start of the event. If the climber does not have his or her own gear, there will be a selection of prusiks, cordelettes, and carabiners available for use during the event.
- All belay escape and self rescue techniques must be well-documented and widely considered safe in the climbing community.
- The dummy will be placed at a known, measured distance (e.g. 4') off the floor for each climber at the start of the event. The distance that the dummy drops during the belay escape will be measured at the end of the event, and the following time penalties will be assessed the distanced the dummy drops:
 - 0-1': 0:00 (no penalty)
 - 1-2': 0:30
 - 2-3': 1:00
 - 3-4': 1:30
 - hits the ground: 5:00

- The event timing is started as soon as the climber is on belay, the dummy is in position, and the judge gives the signal to start.
- The event timing ends when the rope is secured in baseline to the ground anchor and the climber is free from the anchor and rope system.
- If the rope is not secured in baseline at the end of the event, the climber will be given a time of 15:01 (plus any additional time penalties).
- A maximum time of 15:00 (before penalties) will be allowed.
- Practices judged significantly unsafe by event staff will incur a time penalty in increments of 15 seconds.
- The climber may stop the event at any time, but will be awarded a time 1 second over the slowest finishing time.
- If the climber gets hurt or dies during the event, he or she will be assessed a time penalty of double the slowest time plus 1 second.
- The judge's rulings and decisions are final.

Climber's Equipment

For this event, each climber must provide the following:

- climbing harness
- approved belay device (tube style or stitch plate)
- gear needed to escape the belay (no mechanical devices allowed)

Setup

- 2 staff members to judge and time
- 1 stopwatch
- 1 rope
- vertical tape on the wall with marking to measure the height of the dummy
- 1 dummy with a minimum weight of 50 lbs.
 - The more weight the better since it forces better technique.
 - The dummy needs a well-defined lowest point that we will be measuring from to determine the distance dropped.
- selection of gear available for the climbers to use, e.g.
 - 2-3 cordelletes
 - 2-3 prusiks
 - 3-4 locking biners

Rappel

Short Description

Climber climbs a route to a top anchor where he or she pulls up the trailing rope and sets up a rappel using a rappel safety/backup. Climber rappels down, stopping when told at a height off the floor, showing that rappel safety/backup system will hold (hands-free) before reaching the ground.

Long Description

- Climber will start tied into a top-rope (using either a follow-through figure 8). Climber will also have a trailing rope tied (with a figure 8 knot) to a back loop on his or her harness.
- The belayer will do a safety check and equipment check.
- Once the climber is deemed safe the belayer will give the “on-belay” command. The climber should response with “ready to climb”.
- The timer will give the command to begin. On the “Go” command the time begins.
- The climber will then climb to the top of the route.
- At the top, the climber will secure to the anchor. (A quick draw, daisy chain, PAS, sling and carabiner, etc. are allowed.)
- The climber will then thread the rope that was bring trailed it through the 2 rings or quicklinks provided at the anchors. The rope must be threaded through at the center of the rope which will be clearly marked.
- The climber will then attach at rappel device and at rappel safety/backup system to rappel with.
- Once the rappel is set up then the climber may descend the rappel ropes.
- During the rappel, the belayer will give the command “stop and hold” and the timer will stop the clock.
- Once stopped the climber will let go of his or her rappel device and the belay will start to lower the climber. The safety backup system should hold the climber in place without letting him or her touch the ground for 10 seconds when the rope is let slack by the belayer.
- The judge will make a judgment on the rappel safety/backup system and assess a time penalty if it slips or fails. The judge will also assess a penalty for the rappel ropes not being placed at the half way point if needed.

Rules

- This is a timed event. The times of the two climbers on a team will be combined. The fastest time to complete (including any added penalties) will be declared the winners.

- The climber must tie into the top rope using a safe knot a follow-through figure 8 knot.
- The rappel rope will have the center marked. When the climber threads the rope through the 2 rappel rings or quicklinks, the center mark must be through the anchor or a time penalty will be assessed.
- On the rappel, when the climber hears the command “stop and hold”, he or she must let go of the rappel device and let the rappel safety/backup system take over. If the climber touches the ground or the belay rope has to stop the climber’s fall a time penalty will be assessed.
- The judge will assess a time penalty if the rappel safety/backup (e.g. autoblock or prusik) does not hold.
- The judge may assess a penalty if the rappel rope is not threaded to the half way point before using it.
- The judge can stop the event at any time for safety reasons. A maximum time of 15:00 (before penalties) will be allowed.
- A maximum time of 10:00 (before penalties) will be allowed.
- Practices judged significantly unsafe by event staff will incur a time penalty in increments of 15 seconds.
- Climbers may stop the event at any time, but will be awarded a time 1 second over the slowest finishing time.
- If the climber drops the rappel rope, the event is over. The climber will be assessed the slowest time plus 1 second.
- If the climber gets hurt or dies during the event, he or she will be assessed a time penalty of double the slowest time plus 1 second.
- The judge’s rulings and decisions are final.

Climber’s Equipment

- climbing harness
- rappel device
- equipment to set up a rappel backup/safety system (e.g. autoblock, prusik, etc.)
- equipment to attach to an anchor (e.g. quick draws, slings and carabiners, etc.)

Setup

- at least 2 staff members to judge, time, and belayer climber
- belayer will let the climber know when they are on belay
- Once the climber acknowledges that they are on belay, the timer may give the command to begin and start the clock
- Judge will check that the rappel safety/backup (e.g. autoblock or prusik) catches the person or if they needed the belay to stop a fall
- Timer must keep accurate time and have a stopwatch of some type

- belayer is responsible for safety of the competitor; he/she will do checks on knots and harness
- 2 bolt hangers with quick links or quickdraws in them at the top of the climbing route
- a route that goes to the fixed anchors that is top roped
- a rappel rope that is clearly marked at the center (about a 1 foot length middle mark)
- a different color rope than the rappel rope to be used for the belay top-rope

Team Traverse

Short Description

Two person teams will simulate a traditionally-protected multi-pitch climb by traversing horizontally across the gym wall, placing gear in specially designed climbing holds.

Long Description

Time will start when the “leader” and “second” are each tied into an end of the rope with a follow-through Figure 8. The “second” will simulate a lead-belay while the “leader” traverses, placing gear along the way, and anchoring into a bolted belay station. The leader must place a minimum of 1 active-camming device, 1 tri-cam, and 1 wired stopper/nut. The “leader” will simulate a belay while the “second” traverses and cleans the gear. The event will end when the “second” is securely anchored to the bolted belay.

Rules

- This is a timed event. The fastest time to complete (including any added penalties) will be declared the winner.
- The leader must place a minimum of 1 active-camming device, 1 tri-cam, and 1 wired stopper/nut.
- A standard rack of a cams, tri-cams, and stoppers will be available if needed. Belay devices will not.
- All gear must be removed from the rope when the “second” follows and cleans the route.
- Only one piece of protection can be on the quickdraw used to connect the rope to the protection.
- Placements will be tested by judge with a firm downward tug. A time penalty of 30 seconds will be applied for any placement failure.
- The “leader” must maintain proper rope-management and provide a secure belay and must make sure to keep up with the “second”.
- Locking or non-locking carabiners will be allowed for clipping the bolts at the bolted belay anchor. A locking carabiner or doubled non-locking carabiners with gates opposed is required for use as a master point.
- A maximum time of 10:00 (before penalties) will be allowed.
- A time penalty of 1 minute will be added for “falling” (i.e. stepping off onto the floor).
- A time penalty of 1 minute will be added for stepping off or outside of the area designated as the belay “ledge”.
- All belaying and anchoring techniques must be well-documented and widely considered safe in the climbing community.

- Practices judged significantly unsafe by event staff will incur a time penalty in increments of 15 seconds.
- Dropping crucial equipment will result in a time of 15:01.
- The climbers may stop the event at any time, but will be awarded a time 1 second over the slowest completing time.
- If the climbers gets hurt or die during the event, the team will be assessed a time penalty of double the slowest time plus 1 second.
- The judge's rulings and decisions are final.

Climber's Equipment

For this event, each climber must provide the following:

- climbing harness
- approved belay device (tube style or stitch plate)
- a light rack, carabiners and gear for building an anchor at a bolted belay

Setup

- 2 staff members to judge and time event
- 1 stopwatch
- 2-3 bolts with hangers for anchor; anchor must be able to support two climbers
- a variety (5 or more) custom holds that will accept at least two placements
- 60 foot rope
- standard small to medium sized rack