

Bouldering Competition Rules

Division Breakdown by Route Grades

- Beginner: V0-V2
- Intermediate: V3-V5
- Advanced: V6+

Note: Climbers will not choose the division they compete within. Divisions are determined based on the route difficulty of each climber's completed routes.

Wall Sectioning

- Wall will be divided into six sections with at least one route per division in each section.
 - Sections will be as follows:
 - Section 1 will be from the slab corner to right hand side of the slab wall.
 - Section 2 will begin at the end of Section 1 and will include the 90-degree corner.
 - Section 3 will begin at the end of Section 2 and will include the left half of the cave.
 - Section 4 will include the right half of the cave and extend to the corner of the overhang wall.
 - Section 5 will include majority of the overhang wall
 - Section 6 will begin where Section 5 ends and extend to the end of the Moziak wall.

Competition Rules

- Climbers will be divided into six groups and assigned a starting section.
- Climbers will have 15 minutes per section to work through their problems
 - Climbers are required to take turns be courteous to the other participants within their group.
- Upon expiration of time, at the last of the 6 sections, an additional 15 minutes will be added to the clock to attempt any problems in any section.
- Any attempt on a route will end if:
 - Any climbing movement from the starting hold of a route is considered an attempt
 - The designated route is left at any point during an attempt
 - Foot smears are allowed, but hand smearing is not permitted
 - The climber touches the ground with any part of their body
 - The climber exceeds the allotted time for the climb
 - The climber compromises their or other individuals' safety.
- 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.

Scoring

- Each route on the wall will have a designated amount of points that can be scored by completing the route. The point value of each route will be listed on the route's tag in place of a route grade. Point values are determined based on the difficulty of each route in relation to others in the routes section.
- Climbers will only receive points for successful completion of a route, by matching and controlling the final hold.
- 50 additional "Flash Points" can be earned per route if the climber competes the route on the first attempt.
- Climbers will self-report their scores using a scoring card printout; all scores must be validated by another climber or staff member using signed initials. Scorecards with unvalidated scores will have those scores removed from their competition total.
- At the end of the competition, each climber will circle the number of their 5 highest point climbs.
- Points will be added and then climbers will be placed in skill divisions ranked within the division. The climbers with the highest point totals in each division will be declared the winner of the division.